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VIDEO GAME  
MAGAZINE!

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# **ELECTRONIC GAMING MONTHLY**

## **EXCLUSIVE FALL PREVIEW!!**

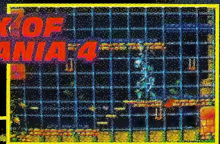
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VAPOR TRAIL PLUS MORE!!**

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BATMAN 2-  
RETURN OF THE JOKER**

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July, 1991**



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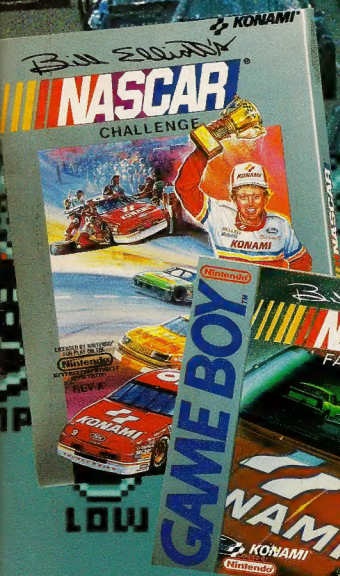
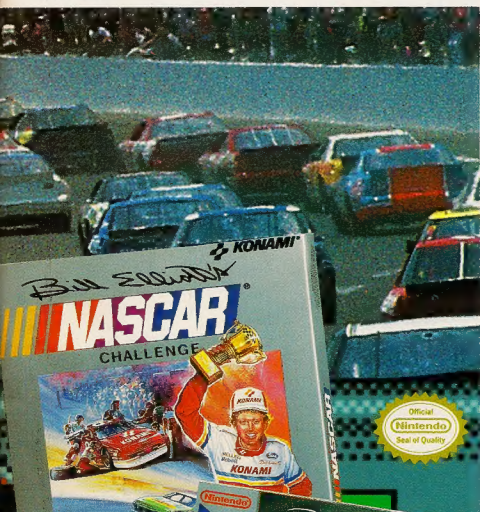
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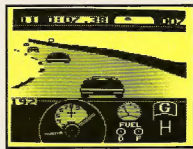
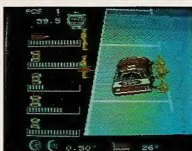
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# ELECTRONIC GAMING MONTHLY

**The Last Word On Video Games**



*It's the ultimate in 16 bit punch and kick games! Final Fight? No! It's Streets of Rage by Sega!*

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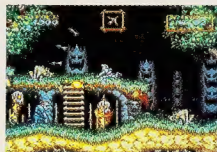
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Looking for a new controller? Check out the newest sticks for your favorite system.



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#### COVER:

*LJN will bring out a NES game based on the new movie Terminator 2 with Arnold Schwarzenegger.*



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You'll face a wild, imaginative assortment of fierce enemies in Gain Ground (*for two players*). Whip Rush, the award-winning sci-fi adventure game will blow you away! Arcus Odyssey (*soon to be released*), is a killer 8-meg role-playing action game. And with Dinoland (*another soon to be released game*), you can join Dinobunz and his friends on a wild, prehistoric adventure — pinball style!



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**July, 1991**

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## **IT'S SHOWTIME..!**

Having just finished this issue, we now have a couple of calm days before things get hectic again when the Summer Consumer Electronics Show begins on June 1st here in Chicago. We're really looking forward to this one as the veil of secrecy will finally be lifted from the Super Nintendo. While the hardware is not a surprise, the whole country is going to be watching what Nintendo (and Sega and NEC) is going to do after the S-NES introduction. Nintendo expects to sell millions of systems and they are willing to back that claim with millions in advertising through the holidays. Knowing the power, market savvy, and track record of Nintendo, their forecasts could just become a reality. By the time the system comes out this fall, the first batch of software will be in place and the market will be ready. It sounds so easy. But that assumes the other players will just roll over and play dead.

Sega doesn't plan to give up. For the last year they have been working quite secretly on a line-up of new super softs. Where the S-NES programmers are just learning their system, the Sega people are starting to bring out the second generation of Genesis games. Sonic the Hedgehog, Fantasia and Streets of Rage are good examples of the new breed of games. For example, Streets of Rage walks all over Final Fight as it is a 2 player game, has more moves (21 vs 17), more weapons (6 vs 3), and more on-screen enemies (8 vs 5). It's not that the Genesis is better, rather, it's due to the skill of the programmer. Look for some spectacular carts this fall. Unfortunately the Genesis CD-ROM will not play a part in the new Nintendo vs Sega war as it is, at best, a 1992 product, but Sega will instead drop their system price to \$149. Expect them to do even more this fall.

And what about NEC? They have already lowered their system price to \$99. The CD-ROM is down to \$299. And they are continuing to push back the limits of CD-ROM full motion video technology. At CES they will demonstrate the potential of their NID (New Interactive Display) CD-ROM data compression technology. And in Japan they will show the next generation of their CD-ROM player. You can't count out NEC either.

So it's going to be a good show, and even a better holiday season with system prices the lowest ever and game quality the highest! I can't wait.

As a final note, all of us here at EGM would like to congratulate our Desert Storm troops on a job well done. We sincerely appreciate all that you did for us, and the free world. The risks you took, and sacrifices that you made can not be measured. We thank you for what you did. Should you, or any member of your family want to subscribe to any of our publications, we would like to offer that subscription at half price. Just send in the request on your unit's stationary and we will reduce the price by 50 percent. It's our way of saying thanks!

**Ed Semrad**  
**EDITOR**



# Play Beetlejuice, Beetlejuice, Beetlejuice

on your NES, NES, NES.



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It's show time—  
courtesy of  
Me—the "Ghost  
with the most!"



How'd you  
like to help  
me scare  
those city

folks out of your house  
and *their* wits?

We'll soar through 8  
horrific levels (you're



gonna love the  
Afterlife Waiting  
Room) taking on

Killer Giant Beetles, Legs

Without  
Heads

and other  
grosesome



creatures. One wrong  
step... and you're food for  
the Sand Worm.

Here's a tip: Buy scares  
from the Recently  
Deceased Information  
Booth, they're your best  
weapons. So, join  
me in the Neither-  
world... and make



my  
millennium!

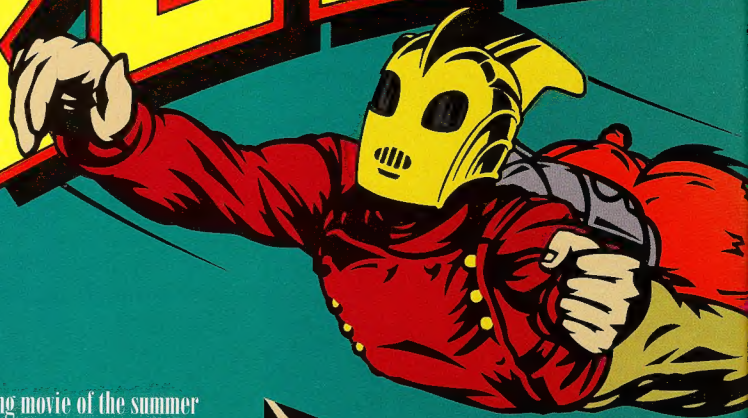




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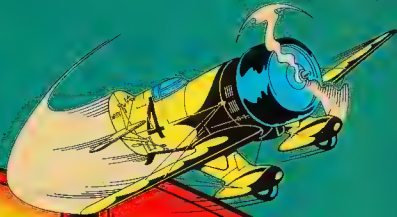
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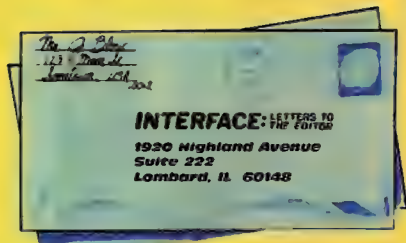
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# E.T.E.R





Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions. We owe to get them! If the editor likes your letter enough, he may even print it! Send all letters to: Interface:Letters to the Editor, Sendak Publications, 1930 Highland Avenue, Suite 222, Lombard, IL 60148.

## WHO INVENTED VIDEO GAMES?

Help!! I am working on a research paper and I am stuck. It is on the history of video games. I have been able to obtain info on all of the older systems and their games but I want to go back even further. That's my problem. I can't find any information on the history of video games. One source talks about Nolan Bushnell and another mentions Ralph Baer. Who are these people? Since you are the authority on video games can you help me? Hurry, the paper is due May 31.

**Burt Ranton**  
Boston, MA

*(Ed. We are always happy to help someone who wants to learn more about the history of our industry, and thanks for turning to us for the info. There has been a lot of confusion about who invented the video game and other nonspecific nebulous terms like the 'father' of games, or the person who is 'recognized' as the originator of games, are widely used. We here at EGM have been researching this subject for over a year and the problem is getting proof to certain claims. We did it though! Forget about the people you mentioned. Their work first started as 'late' as 1967. Their work is good 'filler' for a paper but hardly what you would call proper 'research'.*

*As best as we can tell the real inventor of the video game (with solid proof to back it up) is an unknown*

*physicist named Willy Higinbotham. His work on a 'Pong' game dates back to 1958! He had a working model and it was on demonstration for about two years at the Brookhaven National Laboratory And for proof, his work is documented with a circuit schematic dated the same year. His tennis game was actually more sophisticated than that of the original Pong! Anyway, remember that name The*

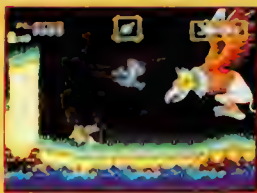
*details needed for your paper were sent out in early May, well before your deadline.)*

## MORE S-NES GAMES!

You have the best magazine on the market. Your coverage of the Super NES is much better than other magazines. While others keep showing the same pictures of just a few S-NES games, your magazine is always showing us new pictures and keeping us updated on new releases. What's next? How about a page on Super Ghouls and Ghosts?

**Eric Newberry**  
Guntown, MS

*(Ed. Thanks for the compliments Eric. As you have discovered, we here at EGM don't wait for the news to get to us, we go to where the news is made. That is Japan! We're there for every major trade show and the special Nintendo exhibition at the end of April was no exception! At this time we were able to play Super Ghouls and Ghosts and the pictures you wanted are on page 52!)*



**Super Ghouls and Ghosts - coming in November for the S-NES!**

## THE JOKE'S ON US!!

After trying for the longest time to put the code in for the TMNT2 trick I finally figured it out.

The screen shots looked so real that I actually believed it. Wait a minute! If the trick isn't real, how did Simon's head get into the title screen? How did Simon's name get into the area where it shows your life and score? And how did Simon himself get into the screen beating up a Foot Soldier?

*(Ed Magic?)*

P.S. Simon's head is actually TREVOR'S head from Dracula's Curse and your so called Simon is actually Trevor. So if this is a joke, it looks like it is on you!

**Robert D' Amico**  
New Haven, CT

*(Ed Oops!)*



## A REAL TRICK!

I must congratulate you on another great issue. Issue 22 covered everything before the other mags, and with lots of info and pix to back it up. One question though. In issue 19 in your review of Gaiares you show the TOZ equipped with a T-Braster at its fullest level on the first level. How did you do it? Why don't you publish this trick?

**Larry Townsend Jr.**  
Middletown, CT

*(Ed. No magic on that picture Larry, just a great trick our super sleuths discovered when we were working on our Gaiares Fact-File. We didn't publish it right away because we thought it would detract from the playability of the game, which wasn't even out at that time. When to release some of these great tricks is a problem we have to wrestle with here at EGM. To answer your question, check out our Tricks of the Trade section in this issue!)*



Enjoy  
Hudson

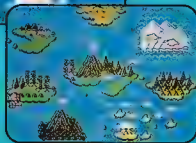
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## SUPER SONIC!!

Awesome! I have to have Sonic! Hurry up Sega, I can't wait! Adios Mario as here comes a real super hero. Any word on a Sonic 2?

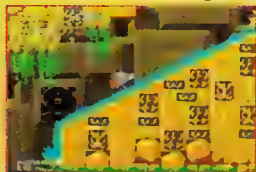
**Russell Hayes  
Clinton, MS**

Let me start out by saying that your mag really does get better by the issue! Your Sonic issue was the best yet. I have to give you credit for really knowing how to pick the hits! I went back to your older issues (I have them all) and you pegged this one way back in issue 13! That's August 1990! Where were the other mags then? How ever you do it, keep it up.

**Kurt Schaeffer  
New York, NY**

Sega was right!...Genesis does what Nintendo'n't. Sonic looks fantastic in your May blow-out! The detail is unbelievable and I bet he plays as good as he looks! One question, why wasn't there a review crew evaluation in that issue?

**Mark Powell  
Los Angeles, CA**



**Sonic is now 100% complete and on his way to the stores!**

(Ed. This is just a sample of the dozens of letters we received about Sonic. We didn't Review Crew the game in the May issue because the game wasn't finished at that time. In fact as we go to press on this issue, Sega just got the game up to the 98% finished state. As we stated in previous issues, our Review Crew doesn't touch a game until it is at least at this level of completion. Many things get changed, both good and bad while in the 'raw' prototype stage. We insist that our numerical ratings be representative of what you will be buying.

That's the beauty of our three tier review system. We can do a fact file from a 60% finished game and still be fair with the story. Later when the

game is done we can come back and Review Crew the game in its final form! Unlike other mags where they have to do everything in one shot and rate a game on a very incomplete version in order to be timely, we can give you numbers that are 'real'. Remember this when you compare ratings. Sonic 2...you bet! Would you believe Sonic 2.5 also!!)

## TURBO EXPRESS PRICE HIKE!

You guys are really great! I think that the best thing about your mag is Quartermann and the Review Crew. I heard a rumor that NEC is raising the price of their Turbo Express from \$250 to \$300. Is this true? Why?

**John Zontregrs  
Bergenfield, NJ**

(Ed. Unfortunately what you heard is true. The current shipment of TE's will be \$299. Believe me, NEC agonized over this dilemma for some time. It was not an easy decision but, because the price NEC has to pay for the ultra high resolution screens went up, so must the unit price. There is one bright note though, the PC Engine GT (what the TE is called in Japan) lists for about \$350 over there!)

## GREAT INTERNATIONAL COVERAGE!!

One of the reasons why I buy your magazine is for the International Outlook section. You are the only mag who devotes space to these games and this gives me an idea as to what to expect in the future. Your track record for picking soon to be U.S. releases is exceptional. You highlighted Batman, Gaiarses, Shadow Dancer, Phantasy Star 3, Vermilion and many others months before their U.S. announcements. Good job! What's next?

**Andrew Elington  
Nashville, TN**

(Ed. Thanks for the words of encouragement. With so many of the great games coming from Japan we find going to their trade shows a great way to get a advance look at what is coming down the road. Hey, if nobody else wants to do it, so much better for us, and you!

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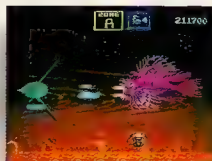
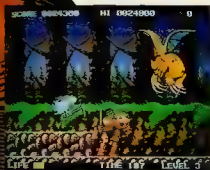
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CIRCLE #161 ON READER SERVICE CARD.

## GENESIS ON RGB...!

I know you've talked about it before, but is there any way you can show us whether it really is worth investing the hundreds of dollars in setting our Genesis' up for RGB. You are the masters of photography and are known for your interest in hi-tech gaming so, how about it?

**Pete Tager**  
Charleston, SC

I have the Mega Drive and love the ability to play both the Japanese and U.S. Sega carts. What I want to know is if your RGB set-up for the Genesis will work for the Mega Drive?

**Jackie Woo**  
San Francisco, CA



### Highly magnified screen shots showing the difference between RGB and composite video output.

(Ed. Sure, we can do that! As you can see in the Don't Walk sign (from Batman), the RGB output is much 'cleaner' and each pixel is clearly defined. There is no color fringing or smear. Text is much easier to read, and the whole screen just looks better. For a complete article on this subject pick up a copy of our May/June issue of Mega Play. The output pin configuration on the Genesis is the same as that on the Mega Drive.)

## DECEPTIVE PIX??

I just had a chance to see Sega's new Game Gear. The unit that was set up for play in the store had a different screen image than what I saw in their advertising in all the magazines. Sega, in their Game Gear ads, shows a game screen that is much clearer than what it actually is. How do they do it and why?

**Josh Maxwell**  
New York, NY

(Ed. You're right, the screen image is different than that in the ads. But

Sega is not alone in this practice. Thumb through all the GameBoy ads and you will see the same thing. The GB pix are taken off special industrial 'Wide Boy' systems. The Game Gear photos are taken off similarly complex 'development' systems. The companies do this in order to be able to clearly show the details in the game.)



**Mappy Land on the Game Gear development system.**

## THE NEWEST, & FIRST!

As a devoted Turbo and Genesis user, I just had to write to tell you how pleased I am with the complete coverage you have in your magazine. Your Turbo coverage is second to none! From what you've shown is the past few issues (Dead Moon, Yo Bro, Camp California, Talespin and others) I can't see why others are moaning about a lack of Turbo games. If you get them then anybody can, right? Since they don't cover new Turbo, can you tell us what is new? And what will happen with the games that Cinemaware was working on?

**Frank Kahn**  
Wheeling, WV

I would like to say you truly do have the best magazine. I have the Turbo, Nintendo and GameBoy and you have the best coverage so far! I was thinking about buying a PC Engine converter for my Turbo. Will it work or will it hurt the Turbo?

**Shawn Gaynor**  
Covington, KY

(Ed. We're doing our best guys! We try to maintain good relations with all the game companies. That's part of my job - to keep in touch with everybody on a weekly basis. This way we

know immediately what's new, and because of our reputation, companies get us their hot titles first. As to the future of the TV Sports series, all is cool. Check out our super coverage of Andre Panza Kick Boxing, Champions Forever of Boxing, TV Sports Tennis and TV sports Hockey! Nobody else can even come close to this Turbo coverage!)

## THE EGM RAP...!

Electronic Gaming Monthly Rules! Making other mags look like fools. Covering games, tips and tactics, Nintendo, Genesis and TurboGrafx. Showing us cartridges old and new, Ratings superb from the Review Crew. Sushi-X, Steve, Ed and Martin, Buying this mag, many take part in. EGM is updated with the latest, How does it feel to be the Greatest?

**"Zero-32Bit M.C."**  
El Paso, TX

(Ed. Great job!)

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# Blow it!

## Don't blow it!



**If you blow it you could end up as dinner!**

Dare to visit Tasmania, an Australian island inhabited by weird wild animals and bizarre carnivorous creatures! A boy struggles to survive in these strange and dangerous jungles "down under." Guide him on his perilous quest to find the elusive Tasmanian tiger, while ferocious Tasmanian devils try to eat him. Don't blow it! Get *Tasmania Story* and get ready for Tasmania Mania!



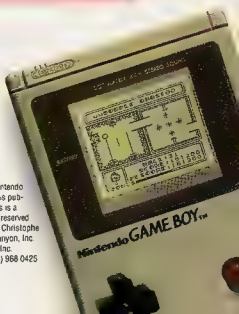
**You have to blow it to win the game!**

Enter a wacky world where your ghost's breath moves a fragile bubble around candle flames, fans and spikes. Wind your way through the maze-like halls. But pop the bubble and you blow it! Challenge *Bubble Ghost*, an a-mazing puzzle that will blow your mind and leave you breathless!



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## ABOUT OUR RATINGS:

- 10 = Perfect
- 9 = Outstanding
- 8 = Excellent
- 7 = Very Good
- 6 = Above Average
- 5 = Average
- 4 = Fair
- 3 = Poor

STEVE

The top dog has been eagerly awaiting the CES to show off his game playing skills. Steve can't wait to get his hands on new games like Super R-Type on the SNES,

ED

Ed is working out in preparation for the CES and his trip to Japan afterwards. Will he be the first gamer to get the new Sega 16-Bit CD-ROM...you bet!!!

MARTIN

Martin is getting himself limbered up for the CES by playing the most intense shooter he can find. To beat the new SNES games he's got to be ready.

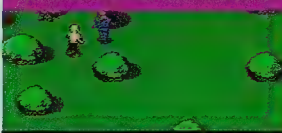
SUSHI-X

The mysterious Sushi-X will be at the CES in disguise, trying to subvert the competition with his enhanced mind powers. Will he be recognized at the CES?

Nintendo - LJN

## Bill & Ted

Type: Adv. Release: July  
Levels: NA Difficulty: Easy



THANKS RUFUS. MY EXCELLENT FRIEND TED AND I WILL DO OUR BEST TO MAKE THIS A MOST TRIUMPHANT ADVENTURE.

It's 1991, and the Wyld Stallions are preparing to go on a concert tour! Suddenly, Rufus shows up and explains how time thieves have disrupted the time continuum by placing historical figures in the wrong time line! If Bill and Ted don't rescue them, Wyld Stallions will never play in their concert! Most untriumphant!! Bogus! Dial the number of your favorite historical babe or dude and get ready for the ride of your life!

What a most un-triumphant new RPG for the NES. Bill and Ted go on a journey that is quite un-excellent, and although the digitized graphics of the wild ones are done well, the rest of the game play is quite heinous. While the intentions are good, Bill and Ted is bogus, bogus, bogus.

Bill and Ted is a strange type of game. It's not quite a quest game, nor is it an action game. Finding misplaced people is unusual but interesting. The circuit screen is too hard and frustrating but once in the proper world the game got better. It just seemed too complex of a game.

Bill and Ted is a major disappointment. A total flop from beginning to end. The graphics are heinous and the sound effects are most annoying. The worst thing in the game is the horrible game play that makes it very not-fun to play. This game is far from being excellent. Most upsetting.

Bogus! The graphics and play control are most underivable for the present game at hand. Dude! How should LJN ever decide to dismantle these gnarly tunes, the overall irritation factor may allow this movie-title cart to slide up to a 4. In the meantime, Bill and Ted are flunking most heinously.

Nintendo - Tradewest

## High Speed

Type: Pinball Release: July  
Levels: NA Difficulty: Mod.



Based on the popular Williams pinball machine, High Speed takes pinball action in a new direction. All of the original goals and bumper placements are intact, but Tradewest has added a few new tricks up their sleeve. Ball-hogging power surges, safehouses, and multiball play combine to make High Speed one of the toughest pinball simulations to beat to date. Also included are inventive bonus stages!!

If you already have Pin-Bot, then you'll know exactly what to expect from High Speed. The set-up is the same, only with a new playfield and the inclusion of some new bonus rounds. The game looks good but the play is a little frustrating when the game quits becoming a pinball title.

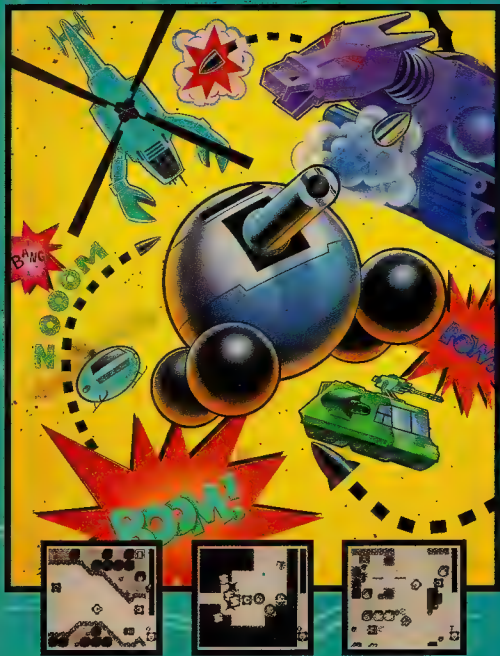
I like pinball games and this one is a good representation of the classic. There are a lot of good features not found on other pinners, and I especially liked the bonus levels. There is always something to shoot for and the enemies are a nice touch to make it play harder.

Based on the pinball of the same name, High Speed is a pretty cool game. While it seems like a PinBot clone there are new features and some pretty cool graphics. The music isn't really as good as the coin-op. Not too bad, but not spectacular.

Hot on the trail of cool, clean, pinball fun? If so, here's another addition to Nintendo's lineup of pinball conversions. It might have been almost innovative if it wasn't a translation of an old pinball machine. The music is bad, but the gameplay is sharp. Nothing special here.



# TRAX



Zaniest bunch of enemies ever! And they said it could only happen on big screen! It's a head-to-head battle through the Grasslands, the Desert Base, and the Cave Base on your way to the Capitol City and the Master Tank Maker himself!

• Four big levels in the Main Game, twelve different layouts in the Multi Game, each with a different terrain and cast of unusual opponents. • Continue feature and varied sound track for hours of fun. • Handicap feature in Multi Play mode evens out the competition. • Fun graphics and exciting game play.

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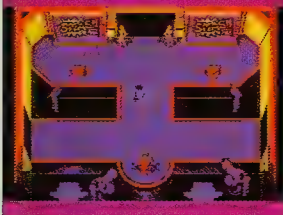
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## Nintendo - Acclaim Smash TV

Type: Action Release: July  
Levels: NA Difficulty: Ave.



Translated directly from the spectacular coin-op, *Smash TV* offered a new kind of survival game, one of reflexes, nerves, strength, and cunning. Only the best of the best will survive the hair-raising rounds of action as muggers and booby-trapped robots attempt to blow you from the face of the universe! Fight back with the multitude of weapons and basic survival gear available to the hardy contestant.

The quarter-muncher is great, but this version just doesn't do it justice. The graphics are poor and microscopic! It's not bad, but it's not that good, either. The game plays better with two controllers. If you have the two player game...

Even though there were some compromises from the arcade hit, *Smash TV* is a game that requires great control to progress far enough into the game. As a two player game with four controllers, *Smash* is a blast. To me that is the only way to play it as it's too hard alone.

*Smash TV* is a pretty good translation of the arcade hit. My main complaint is that the graphics seem like they've been shrunk down to microscopic size. The game play is almost intact, using 2 pads gives it better control. A good 2 player game, if you have 4 controllers.

Get out the magnifying glass! I can hardly see those characters and items! If *Smash TV* weren't so crunched on the small screen, it has the play control of a seven. Alas, tiny it was born, and tiny it shall live. The translation might look better on the Genesis or SFX. How 'bout it guys??

## Nintendo - Ultra Base Wars

Type: Sport Release: Now  
Levels: NA Difficulty: Ave.



Baseball takes on a whole new meaning when the athletes are cybernetic warriors. These robots aren't programmed to knit, either! In this game there are no force outs. To earn the right to have a base, you must fight it out with the defense, winner take all! Super speed pitches, maximum control changeups, and even an out of orbit satellite dish are featured within the boundaries of *Base Wars*.

*Base Wars* is the Cyberball of baseball, offering up a whole lot of all kinds in a souped-up version of our favorite pastime. Both the one and two-player version highlight great pitching and batting action, fantastic graphics and some of the best sports action you'll ever find.

Wow! Now this is a game which even 'normal' baseball fans can get into. While deceptive at first glance, if you give it a try it will grow on you. With lots of different editing features, no two games are ever the same. The parts shop is a nice touch but for the full effect try the pennant race!

*Base Wars* is awesome! My first impression was that it was a baseball/Cyberball ripoff. After playing it for 5 minutes I was hooked. Great graphics and addictive game play combined with totally fresh theme make this one of the best sports games I've ever played!

It's Cyberball in a baseball stadium! About time! This concept is nothing new, but it is executed with extreme precision and style. Take it from me, with all those stuffy baseball simulators out there, this part is a breath of fresh air. You'll be rolling in your seats when you fight for a base!!

## Nintendo - Natsume S.C.A.T.

Type: Action Release: Now  
Levels: 8 Difficulty: Ave.



SCAT, the Special Cybernetic Attack Team. A huge comet is hurtling straight for our solar system. But this is no ordinary intergalactic object! In reality, it's a super secret alien command vessel on a mission of destruction. It's target: the planet Earth! The only hope of Terra is the military's elite corps of specially trained robotic-assisted heavy-weights known as S.C.A.T. Should they fail mankind will be lost!

S.C.A.T. takes the basic theme from *Forgotten Worlds* and throws it onto the NES! This action is intense, and the game only suffers from a lack of visual clarity caused by some flicker when too much is going on. Still, it's a nice addition to the library and a good example of a good NES game.

Long, hard and intense shooters don't come along very often. This is one of the few that does and is for experts only. The graphics are exceptional, and come off very well on the NES. Smooth scrolling and great game play help make this better than average. I like it!

Another great title from the guys at Natsume! *S.C.A.T.* has enough originality and new concepts to breath life into the old shooter theme. Incredible graphics, sound, and game play. Sort of like a scaled down version of *Forgotten Worlds*. Very good for the NES.

Neat concept, good tunes, great control, and graphics that lack a little smoothness around the edges make a game called *S.C.A.T.* If the graphics had been better it would have rated an eight for sure. Check up another cool Natsume game for the makers of *Shadow of Ninja*.

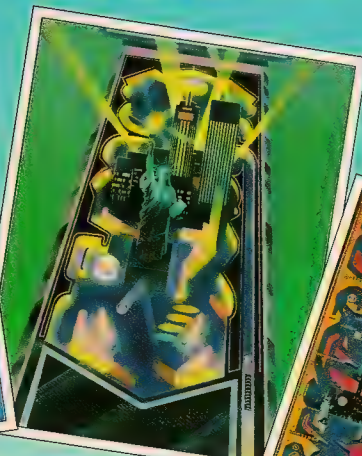


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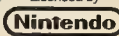
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## Nintendo - Konami Bill Elliot's Nascar Challenge

Type: Sport Release: July  
Levels: NA Difficulty: Easy



Can you handle the challenge? Bill Elliot's Nascar Challenge allows you to custom design your own racing vehicle and race with the pros. Watch as the mechanics rush to install that brand new transmission you've been waiting for, then bust out of the pits ready to rock-and-roll! Experience the hair-pin turns, high-resolution graphics, and realistic feel of the one and only Bill Nascar Challenge.

Bill Elliott is delivered in a NASCAR racing game that has a few good effects but never manages to wrap them together with good technique. The car racing action never really gets up to speed, and whenever things start to heat up something seems to make the action stall.

BENC is a spectacular stock car racing game. It is much more involved than the typical Grand Prix type racing game and therefore isn't for everyone. But if you have the patience to tinker with small changes to the car set-up to achieve the most performance possible then go for it!

BENC is a sorry excuse for a driving game. While it may be endorsed by a big name racer, the game lacks any good features that would make it a hit. The graphics are extremely cheesy, and it controls very poorly. Not what I would expect from the guys at Konami.

Come on, what is this, a reversion to Atari 2600 programming? The pit stop scenes are fun to watch and the animation and graphics here are sharp, crisp, and clean...But here only!! Once you begin to drive, you begin to feel as though you are playing Pole Position for the 2600. NO!!!

## Turbografx 16 - NEC J.B. Harold

Type: CD Release: Aug.  
Levels: NA Difficulty: Ave.



"I'm Fred Robbins. After my brother died, his wife Janet went to stay with her parents. I'm home sitting for her."

If you're looking for a murder case to solve, then NEC's CD-ROM Murder Club is one place to start. In this Turbo CD game, you play the part of J.B., the Sam Spade style detective, and visit numerous locations and interact with a variety of suspects. While text appears in the lower portion of the screen, voice accompanies the text. Music and sound effects are also present in this professional production.

JB Harold shares the same type of murder mystery that Sherlock Holmes enjoyed, with a format that is slightly easier to follow. There are some nice digitized photos, but after seeing the outstanding animation in Sherlock, this game just doesn't compare. For hard-core fans only!

Another great example as to where video games are going. With the CD medium mysteries can just long and involved as this one does. Take lots of notes, as to the casual player the amount of information increases very rapidly as you progress farther into the game. I love it!

J.B. Harold is a cool game along the lines of Sherlock Holmes. It doesn't have the cool video animations, but it does have bilingual human voices throughout the whole mystery. The game isn't that difficult to solve and it really isn't anything spectacular. Nice musical score!

Cool breeze... J.B. Harold must be THE coolest cat in town! This is te type of mystery I wanted to see on the Sherlock Holmes CD. This sucker uses 50+ odd hours of playing time and plenty of brainstorming before you can come close to solving the crime! Superior, but only one quest.

## Genesis - Treco Street Smart

Type: Action Release: Now  
Levels: 9 Difficulty: Mod.



Chop! Kick! Slam! Street Smart from Treco will send you reeling! Using state of the art technology, Treco utilizes the high tech graphics and sounds of the Genesis to create a nine-level slugfest translated from the coin-op original. All of the moves are retained from the coin-op, as well as both hero character and their specialized attacks. Do you think you can take on Mr. Big in his penthouse? Good Luck!

Here's a game that tries to be Final Fight for the Genesis. It has a nice look and feel to it, but the diversity in the rounds and the opponents you face isn't great enough to keep it from becoming repetitive. There are some nice touches, but most of this has been done better before.

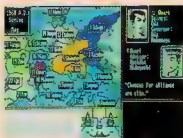
Street Smart is an all right fighting game. The background graphics are quite detailed but there just aren't enough moves to keep me interested. I found that by using just the basic moves you can still win. More variety and harder opponents would be good.

Street Smart is a clone of Fighting Street. The moves are practically the same and game looks very similar. The graphics are detailed but the animation could have been a little smoother. The game as a whole is not very challenging and in the end is quite a disappointment.

Not bad Treco, I'll give you credit to trying. If only the player control hadn't been horrible. Street Smart would have earned a solid seven or maybe an eight! The graphics are excellent and the music is above average. This will be a good one for fighting fans, but watch out! It's totally easy to win.



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## Nobunaga's Ambition II®

In this enhanced sequel, test your mettle and your strength as you play a Daimyo warlord fighting for control of Japan! To assist you in your conquest, samurai will advise you and ninja assassins will try to disrupt your adversaries! In battle, lead your troops on a surprise night attack or force your enemy to retreat behind his castle walls! Warriors, weapons and the world are at your disposal, use them well and become master of Japan!

- 400 characters, 2 scenarios, 5 skill levels
- 3 meg game with battery back-up save feature
- Nintendo's new MMC-5 chip for fantastic graphics and detail

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If you're ready to test your military and diplomatic prowess this game's for you! As one of the first strategy simulation games available for Game Boy, you can now command your forces anytime and anywhere! Conquer your enemies and defend your territory as you fight for control of Japan!

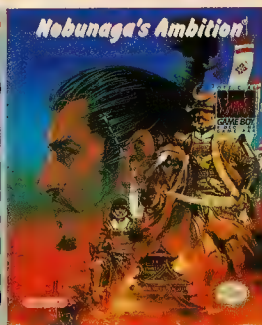
- GameLink option allows 2 players to compete in head to head combat
- 1 meg, 64K of RAM, battery back-up saves up to 3 games



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Nintendo

**GAME BOY**



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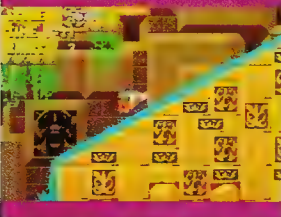
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**KOEI**

## Genesis - Sega Sonic the Hedgehog

Type: Action Release: July  
Levels: 6 Difficulty: Ave.



You're a hedgehog with a mission, a super hero capable of performing incredible feats! Become the one and only Sonic the Hedgehog, Sega's latest character creation who's out to deliver some of the brightest, boldest, and most exciting action you'll ever see on the Genesis! Explore six levels of play, each with three huge stages filled to the brim with action, animation and total challenge!!

Definitely, without a doubt, positively the most incredible action game ever created for the Genesis. Incredible speed, plenty of technique and more than enough challenge await our super sonic hero as he collects rings and discovers hidden rooms. Excellent, excellent, excellent!

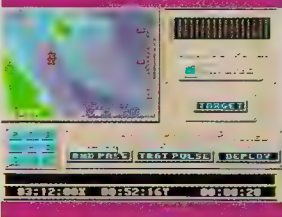
Sonic is the best game ever to come to the Genesis. It's challenging but never to the point of frustration. Sonic's speed is second to none and the best part is when he turns into a pinball. Lots of secret rooms to keep you searching while progressing through the game. Spectacular!

The Genesis has been hit by a sonic boom. He faster than anything you've ever seen. If you thought the Enterprise was quick, wait till you see Sonic at warp speed. This game is absolutely incredible! If you don't buy it it's because you don't have a Genesis...yet.

Super Sonic, Super Sonic... Sonic is Super all right! The Genesis should n't be able to put Nintendo's 16-banger to shame so early in the contest. Nothing compares to Sonic in every category: music, graphics, animation, theme, and control! To top it all off, Sonic even has an attitude!!

## Genesis - Sega 688 Attack Sub

Type: Simul. Release: July  
Levels: NA Difficulty: Easy



Up periscope! You are the brilliant commander of a heavily-armed, nuclear submarine. Highly detailed subscreens monitor speed, depth, bearing, course, and X-Y coordinates. Check with your radio to find out what mission beholds you today. Afterwards, scout your targets and plan a strategy for their destruction! One hit, though, and you're sunk! This is a very real combat simulation for would-be captains of all ages.

Not bad for a simulation, I guess. Graphics and sound are excellent, but the level of excitement isn't. Graphics aren't enough to recommend this one. This is a sleep-inducer if you aren't really into this sort of game. If you aren't, stay away from this one.

I guess if you like simulations then 688 is something worth buying. I, for one, was not terribly excited after playing 688 for a while. But then again, RPGs are more my speed. The graphics are better than average as is the sound but this is just another computer game on chips.

688 is a good simulation of submarine warfare and the graphics and sounds are very well done. If you're into these types of games it's definitely worth getting. This is a simulation. This is a simulation of a simulation. ANY QUESTIONS?

Blah, blah, blah...Huh?!? Caught me sluffing off. The problem with 688 is the lack of EXCITEMENT, a new word to some people! Graphically, 688 is superb and the digitized voices are well done, but unfortunately, these factors alone cannot save a game from the depth charge...

## Gameboy - Ocean Navy Seals

Type: Action Release: July  
Levels: NA Difficulty: Mod.



Americans are being held hostage behind enemy lines, and their only hope is you and the Navy Seals, a group of soldiers specially trained in terrorist activities and how to counteract them. You must lead your squad through the flames and armadas of enemy troops to reach your destination. Just remember, throughout your mission, the hostages are waiting for their rescue. May justice and liberty prevail!

This game is about as much fun as the movie on which it's based, which doesn't say a whole lot. The action is very basic and while not exactly bad, it just doesn't do much to get you excited. The graphics are fine, but with little game play or technique, this ends up being a wasted effort.

Navy Seals is an average game. It takes the standard plot and does everything as an average game should. The graphics are good and the quest does get harder as you progress further into the game. But overall, it is just average.

Navy Seals is a game that tried to make it by using the title of a popular movie. The game lacks any real substance, the graphics are substandard and the game play is horrible. There are better action games out there for GB, as far as I'm concerned, throw Navy Seals a fish.

Why?? The movie wasn't all that exciting, so how could anyone expect a killer cart? Well, Ocean tried but dove in the deep end with a full stomach and ended up sinking to the bottom. Navy Seals is a new version of Rolling Thunder that fails to excite the imagination or anything else.



# Software etc

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## Gameboy - Tradewest Sneaky Snakes

Type: Action Release: July  
Levels: NA Difficulty: Ave.



Sonia Snake's in trouble! The nasty Nibbler has hobbled her and is keeping her captive in his Nibbly Nest! Only Atilla and Genghis, the Sneaky Snakes, can save her now! Slither your way through 16 serpentine levels and nibble enough Nibbles to ring the bell and open the door to the next nibbleacious landscape! Sneaky Snake also has a unique two player simultaneous mode for friends!

Sneaky Snake is a very different kind of scrolling action game. You control a multi-linked serpent on a quest to reach a variety of destinations as intact as possible. The control is awkward, with a zero button that leaves you flying in the air. The graphics are fine, but no real game here.

Sneaky Snake is an interesting game and one which is good for the small screen. While running the first few rounds, there just wasn't enough variety to hold a person's interest. The tongue attack helps but not enough for the older player. It's meant more for the young.

Sneaky Snake is an original idea for a video game. Porting a GB version of Snake, Tanks & Roll. The game is fun to play but gets too repetitious after a few rounds go by. A good game for GB that could've been great if more techniques and new ideas were involved.

Average, average, average. Nobody wants to make fun games anymore! A game should be pleasing to the eyes, ears, hands, and brain. Sneaky Snakes might be visually stimulating, it lacks the rest of the positive traits that truly rates an exceptional game.

## Lynx - Atari Warbirds

Type: Flight Release: Now  
Levels: NA Difficulty: Ave.



It's World War I and you are the newest pilot in the Air Force. Your eyes bug out as you are led to your airplane, an awesome biplane straight from the factory assembly-line! Suddenly, you hear the crackle of enemy fire and the hiss of a dying plane engine. The time has come to put your training to the test, to find out what you're really made of. It's time to see if you can join the Warbirds!

Warbirds is surprisingly good. It gives a good example of what the Lynx is capable of game-wise. This is a refreshing change of pace. Sure, it's an airplane flying game, but it's biplanes, and that makes all the difference. Nice job all around.

Warbirds has a lot of great features built into the game. And it does them all very well. The only problem is that these great games are too few and too far between. Definitely a winner and one that should be purchased.

Warbirds is a neat game for the Lynx, mainly because it shows off what the hardware can do. There are lots of effects that can't be done on any other portable, but the game is boring after the shock wears off. Fans of Blue Lightning will like it, but I still like BL better.

Hey, guys, it's a fun game! How about that!! The polygon graphics are cool, and the controls are pretty stable. The options are tremendous, and the feeling of rushing toward your doom while in a nine-degree dive is realistic and can cause minor heart attacks in older folk (Just kidding!).

## Lynx - Atari Ninja Gaiden

Type: Action Release: July  
Levels: 5 Difficulty: Ave.



Ninja Gaiden on the Atari Lynx is a direct translation from the original coinop arcade classic. All of the original moves are retained, as well as the enemies, round bosses, cinema displays, and powerups!! Learn to master the various techniques like the off the wall jump and the over the shoulder flip throw. Follow Hiryu through all 5 levels as he attempts to rid New York of an evil crime syndicate.

An excellent conversion of an excellent game. Ninja Gaiden hits the mark on all counts. There are lots of good moves and the scrolling is very smooth. Like Warbirds, this shows what the Lynx is capable of, even with its small screen. One of the best Lynx games produced.

Ninja Gaiden on the Lynx is probably the best version of any of the original arcade games. It also has the smoothest scrolling and best animation of all the Lynx titles. Very intense action for the Lynx and not a cakewalk as some of the other games were.

Ninja Gaiden is very impressive. The animation, graphics, and game play are all there. It's the best translation of the arcade game. Lots of moves and a ton of enemies to use them on. The sound is a little work. Ninja Gaiden is definitely one of the best game for the Lynx.

Nice job, dudes! The Ninja Gaiden coinop never looked better! Maybe a little. Anyway, this is such a marvelous job done bringing back one of the most popular action games of all time. How they got it all into a little Atari Lynx card is beyond me!! Keep 'em comin'.



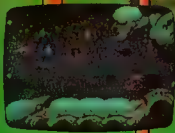
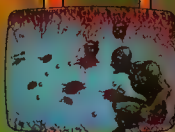
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Never before has there been a game so eerie as Wings of Wor!

You are "Wor", a winged soldier summoned to destroy the evil creatures of Iccus. You must soar through six Iccus domains, including the Death Cavern, Ghost Warrs, Castle of Fear, Hallway of Havoc, Mutant Bloodstream, and finally high

above the clouds. You will come face to face with giant bone creatures that are so gruesome you can't even look at them. But be strong and continue on, your people are counting on you.



**WARNING:** Avoid eating before playing this game

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CIRCLE #191 ON READER SERVICE CARD

# ELECTRONIC GAMING MONTHLY

## THE GAMES OF JULY 1991...

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:

### NINTENDO

#### **Battletoads**

Tradewest - Action

#### **Bill & Ted's Excellent Adventure**

LJN - Action

#### **Castellan**

Triffix - Action

#### **Family Feud**

Gametek - Family Fun

#### **Harlem Globetrotters**

Gametek - Sports

#### **Jeopardy**

Gametek - Family Fun

#### **Lone Ranger**

Konami - Action

#### **Mutant Virus**

American Softworks - Action

#### **Rainbow Island**

Taito - Action

#### **Vice - Project Doom**

American Sammy - Action

#### **Wheel of Fortune 2**

Gametek - Family Fun

### GENESIS

#### **688 Attack Sub**

Sega - Simulation

#### **Arcus Odyssey**

Renovation - Action/Adv

#### **Dino Land**

Renovation - Pinball

#### **Fantasia**

Sega - Action

#### **Onslaught**

Accolade - Action

#### **Phantasy Star 3**

Sega - RPG

#### **Street Smart**

Treco - Action

#### **Twin Cobra**

Sega - Action

#### **Turrican**

Accolade - Action

#### **Ultimate Qix**

Taito - Puzzle

# EXTRA! EXTRA!

## Vic Tokai Salutes The Heroes of Operation Desert Storm

Vic Tokai Inc. would like to salute all the men and women who were part of Operation Desert Storm. We received many letters from soldiers telling us how much they enjoyed Nintendo, especially Game Boy. Most servicemen found the Light Boy to be a "lifesaver" for all those endless nights in the middle of the desert.

Vic Tokai wants to say a big thank you to everyone who fought in the Persian Gulf. Your bravery touched the hearts of Americans everywhere. Welcome Home!

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# V & VIC TOKAI INC. PRESENT...

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## **Info Genius**

Gametek - Educational

## **Navy Seals**

Ocean - Action

## **The Punisher**

Acclaim - Action

## **Spud's Adventure**

Atlus - Adventure

## **LYNX**

## **CARTE BLANC**

## **NEO-GEO**

# READ ALL ABOUT IT!

COMING SOON!



World War VI left the Earth desolate and uninhabitable. Many years later, the Intergalactic Council discovered the Earth could once again be populated, and people returned to rebuild their lives.

Unknown to them, mutant forces had gone undetected, and are now wreaking havoc on the defenseless humans. Fearing the total extermination of the Earth, the Intergalactic Council has deployed AEROSTAR™, the most powerful fighter ever built. This state-of-the-art vehicle of destruction is Earth's only hope for salvation, but is useless without the right pilot.....



# GAMING GOSSIP

...Sega Genesis Price Drop...Sonic the Hedgehog Moving In...Super Mario to be Packed in the Super NES...  
...TMNT 3 Coming Soon For NES, Super NES and Arcades...Bonk Update...\$1,000,000 Contest on NES...

...Howdy game fans, it's me, the big stick, Quartermann, the only video game guru that doesn't spell his name backwards! I've worked long and hard this week, kiddies, and the gossip you'll get is first rate so let the games begin...Just as the Q-Mann prophesized, Sega is deep sixing the price of their 16-Bit Genesis as the first counter-measure against Nintendo's introduction of the Super NES. You didn't have to be Quartermann to realize Sega would make this kind of move, but the 16-Bit leader is also rumored to be launching a second volley of nukes at the big 'N' by packing their latest and greatest super-hero, Sonic the Hedgehog, into the box! The price change will take effect on June 1 and could possibly include a special coupon for Sonic, with a totally redesigned box for the fall! Quartermann approves, but this move won't win the war, you need something more Sega...Like CD-ROM! Sega will definitely have the upper-hand against their rival on this court as well, with a disc player that will fit into the right price range. Be sure to look to EGM next month for the first pix of this most triumphant new machine...

...In the Nintendo camp, the decision has been made to place Mario in charge of leading their 16-Bitter's move into the market. Super Mario World, the awesome 16-Bit Super Mario adventure that the head ed terminated on the last page of EGM's June issue, will come in each and every box! The head honchos are playing every card to prove that the Super NES is what Genesisn't...Did you ever wonder why irony is so ironic?...The Turtles are headed towards the NES once again! Although the Q-Meister has only gotten a brief glimpse of the shape of turtles to come, I can say that the game has the awesome scrolling adventure of part two melded with the character-swapping of the original...You want 16-Bit turtles? Don't look towards the Genesis just yet, because Konami is cooking up plans to serve the Heroes on a Half Shell on the Super NES! The game won't be based on the existing 8-Bit turtle games or the coin-op either. The 16-Bitter will borrow from the upcoming arcade sequel to Teenage Mutant Ninja Turtles! Cowabunga...Look inside this issue for the exclusive on Ninja Gai Den-Part Three! Q-Mann rates the game a blast, with Ryu taking on a mob of mechanical mobsters in a cart subtitled "The Ancient Ship of Doom"...

...New action over at NEC includes the company's recently announced price chop and move towards digitally-compressed video images on CD. A special peripheral, to interface with the existing Turbo CD-ROM, will deliver some tasty full-screen, full-motion video images very soon. A prototype of the unit is rumored to be making an appearance at the Summer CES! Stay tuned, Quartermaniacs, Mr. Q will bring you the straight scoop on this sizzle next issue...In other Turbo news, the company is hard at work at following up Bonk's Revenge and the Bonk 3 graphic adventure that EGM previewed last issue. Look forward to Bonk 4, another scrolling adventure game, as well as Bonk 5, a prehistoric shooter with lots of firepower and dino targets...

...Don't look for Atari to be introducing any revolutionary product in the months to come! Although the original game company has a full plate of projects that range from a new version of the Lynx to a 16-Bit console that's armed with rotation and scaling, the head honchos are electing not to display at the CES. Could this development mean Atari is scaling back? With a wide variety of games under development for the Lynx, your's truly expects to see some great things to come from the leading name in color portables...Another hit video game personality that's taking his third turn on the Nintendo is none other than the mighty Kuros from Acclaim's hyper radical Wizards and Warriors series! Game play is rumored to be expanded even more with our powerful hero on a new quest to stop evil! Can't wait...Look forward to a special \$1,000,000 contest coming to the Nintendo system from the maker of Miracles, American Softworks. Their special contest, which will be developed for their upcoming Treasure Master title, a cart with some super secret passcodes that will be unveiled on television this coming March! You can bet the Quartermann will be entering and, ha, ha, ha, walking away with the loot!...Be a killing machine in LJN's upcoming Terminator 2 - Judgement Day game! I've received a sneak peek of the new super hot game and it looks like it may be a winner...That's it for now, remember to remain true to Mr. Q...

**- QUARTERMANN**



# THANK YOU!!



## **ELECTRONIC GAMING & Seta MONTHLY**

*Welcome home our troops  
and extend a proud salute  
to the men and women  
of our armed forces.*

*Your loyalty to duty  
and unselfish bravery  
have triumphed to make  
the entire world a  
better place...*



# here's what the CRITICS are saying about

# TURBO GRAFX 16

# TurboGrafx-16 GAMES



## Aeroblasters™

"...one of the best shooters... It's all here: great detailed graphics, huge difficult bosses and great game play with a learning curve that leads to the hard side which is a welcome addition to a hard game. This weapon power ups are awesome... Very challenging and very impressive..."  
—Electronic Gaming Monthly

## Alien Crush™

1989 Best Simulation Game —Video Games & Computer Entertainment

"Alien Crush features finely detailed creatures reminiscent of the film *Alien*, lots of bonus situations and some of the finest music ever heard in a video game... It's a downright series."  
—Video Games & Computer Entertainment

## Battle Royale™

"This wrestler has lots of different characters and plenty of rip-roaring action 'meats to maul' as well as great 'free for all'. Great music, statistics and even the managers fight for the rights to each fighter. It has it all."  
—Electronic Gaming Monthly

"A rock 'em, stock 'em free-for-all, the graphics are nicely detailed and sharp-looking... add it to your collection. This is a great party game."  
—GamePro

## Blazing Lasers™

"The Ultimate space shooter! Nine levels of pulsating aliens, advanced weaponry, and enormous bosses! A total blast from top to finish!"  
—Electronic Gaming Monthly

"One of the fastest-paced games for the TurboGrafx-16, Blazing Lasers will keep you going for hours..."  
—Video Games & Computer Entertainment

## Bloody Wolf™

1990 Best Arcade Action Game Award —Game Player's Magazine

"Bloody Wolf is a cool Commando-style shooter that combines a frantic shoot-em-up pace with great graphics... One of the best Turbo games I've played, combining Genies with 16-bit graphics, but contains a much more expansive environment to explore. Lots of power-ups and challenging bosses make Bloody Wolf a delight to behold!"  
—Electronic Gaming Monthly

## Bomberman™

"If you like crowds, this is one of the most fun multi-player games around. For beginning gamers or anyone looking for an addictive, relatively simple to play puzzle game, Bomberman is a blast."  
—GamePro

## Bank's Adventure™

1990 TurboGrafx Game of the Year Award —Game Player's Magazine

1990 Most Exciting New Theme Award —Electronic Gaming Monthly Magazine

1990 Special Achievement Award —OMNI Magazine

1990 Best Action Video Game Award —Video Games & Computer Entertainment

"NEC scored a hit with this card, and rightfully so. Bank's Adventure has... technique as well as good looks... unique... an all new type of video game adventure!"  
—Electronic Gaming Monthly Magazine

"Bank's Adventure has all the ingredients to become not only a successful game, but also the first installment of a successful series of games. The main character is cute, the hand-drawing is superb, and the creatures and situations are innovative. The fact that you can reverse direction and go backward in this game is another strong point. The graphics are sharp and well, charming."  
—Game Player's

## Bravaman™

"A unique approach to an action game. Super graphics."  
—Electronic Gaming Monthly

## China Warrior™

"Not just another chop 'em up game, this one shows the character in amazing detail. Fight your way to the end, attacking enemies and other moving objects."  
—Video Games & Computer Entertainment

"Kung fu kick 'em up that uses extremely large characters. The detail is extraordinary - you can even see your hero bleed from his guts he gets beat up!"  
—Electronic Gaming Monthly

## Chow-Man-Fu™

"...the whole look of this (ESQ currently) game is decidedly off the wall, with screen after screen of bizarre, weird, and silly stuff rendered in colors of eye-popping brilliance. This game could be a real sleeper."  
—Game Player's

## Cratermaze™

"Cratermaze is a game that will appeal to the whole family, thanks to its good graphics, interesting animation and splendid sound effects."  
—Video Games & Computer Entertainment

## Cybercore™

"Cybercore is a fast-action shoot 'em up that's challenging enough to tax even veteran gun hands. Its combination of detailed graphics and interesting sound effects make it a game that you'll return to often."  
—Video Games & Computer Entertainment

## Deep Blue™

"Patrol the ocean depths in your mechanized sub-fish, blasting all types of marine life. Capturing power capsules lets you modify your weapons list. This music is well done and

the graphics defined and colorful. There aren't many underwater video games like this one is nearly in a class by itself."

—Video Games & Computer Entertainment

## Devil's Crush™

1990 Best Simulation Game Award —Video Games & Computer Entertainment Magazine

1990 Excellence Award —Game Player's Magazine

"Devil's Crush is a perfect example of why video pinball has such exciting potential... the momentum of the ball and the action of the flippers are so realistic that it plays just like any arcade pinball machine... You'll definitely want to see Devil's Crush for yourself."  
—Game Player's

"A combination of realistic pinball action and bizarre twisted graphics make Alien Crush the last word in video pinball... and finally, that sequel's been hatched. Devil's Crush for the TG-16... Devil's Crush is a must-have for those who enjoyed Alien Crush. It's loaded with more clever animation, impressive graphics and fast frantic action than the original... with more clever animation."  
—Video Games & Computer Entertainment

## Double Dungeons™

"...the 3-D maze effect is done very well... A good 2-player game... A split-screen window also allows two people to explore independently."  
—Electronic Gaming Monthly

## Dragon Spirit™

"Become a wizard against and destroy the evil that has invaded your land! Hard-hitting action with power-ups, bosses, and more!"  
—Electronic Gaming Monthly

"Instead of fighting a dragon, you are one in this game. Zip through the sky, shooting down enemies and bombing various types of monsters, while you pick up crystals for extra power. Your dragons can grow up to three heads and acquire all kinds of weapons, even shooting flames!"  
—Video Games & Computer Entertainment

## Dragon's Curse™

"Dragon's Curse is a good looking, action packed game that's perfect for hard core TurboGrafx-16 warriors... Heavy-duty 'hacker' and 'beater' is the order of the day... Dragon's Curse won't drag on."  
—GamePro

## Dungeon Explorer™

"Dungeon Explorer is the perfect hybrid of action and adventure... outstanding graphics help complement this and that guarantees a long quest and plenty of thrills!"  
—Electronic Gaming Monthly

"...up to five people can play, helping one another out by taking on the various enemies that cross each other's path. One, for instance, can play the part of a wizard casting spells to save your little band of souls. If your magic fails, you can always resort to good, old-fashioned swording!"  
—Video Games & Computer Entertainment

## Fighting Street™

"Originally called Street Fighter in the arcade, this CD-ROM game features real voice and orchestrated music that's just like the quarter-muncher!"  
—Electronic Gaming Monthly

"This CD-ROM game pits you against four large opponents. Unlike it, not using kicks, jabs and outright punches. The detailed, colorful graphics are supplemented by real music and voices from the CD player."  
—Video Games & Computer Entertainment

## Final Lap Twin™

"...so whether you want straight up no frills racing, or an unusual four-wheeled adventure let Final Lap Twin take you far a ride!"  
—GamePro

"Select your track and head out in your open-cockpit formula race car... Steer, shift and brake your way across the finish line. The screen is divided into two halves that allow players against computer or two-player mode."  
—Video Games & Computer Entertainment

## Final Zone II™

"Final Zone II is another great CD game for the TurboGrafx. The graphics are great, the voices are excellent... This game is fast and there is a lot of action."  
—Electronic Gaming Monthly

"...a CD-based shooter, gives you five characters, seven levels of action, an elaborate story, map screens, and high-fidelity sound effects that take full advantage of the CD's awesome audio capabilities."  
—Game Player's

## Galaga™ '80

"Originally...in the arcade, this superb space conflict loses nothing in the translation."  
—Electronic Gaming Monthly

"Galaga '80 is an excellent shoot 'em up."  
—Video Games & Computer Entertainment

## J.B. Harold: Murder Club™

"Combining digitized video, CD quality stereo music plus true human voice, you have to go out and murder the perpetrator, search for clues, interrogate suspects and gather enough evidence to make an arrest."  
—Electronic Gaming Monthly

## J.J. & Jeff™

"...the overall game play and hidden goodies are what make this game a winner..."  
—Video Games & Computer Entertainment

"J.J. & Jeff has a lot going for it...it's challenging without being ridiculously difficult. And it's definitely addictive."  
—Game Player's



## King of Casino

"...I just have to admit that NEC's King of Casino is the most complete gambling simulation I've seen, from checking into a fancy casino to counting rags in a casino, it's all here."

—Video Games & Computer Entertainment

## Last Alert!

"...features cinema-type intermissions and real voices. Last Alert! is a very good CD game with good animation. The potential for CD technology saves another one from the good shooter."

—Electronic Gaming Monthly

## Legendary Axe

1989 Video Game of the Year  
—Video Games & Computer Entertainment Magazine

"Legendary Axe has a little of everything, loads of axe-swinging action, layer upon layer of high-quality music and smooth, colorful animation. The combination of these elements brings this action adventure to the top of the video game heap."

—Video Games & Computer Entertainment

## Legendary Axe II

"Legendary Axe II is quick, action-packed, and enjoyable."

—Game Player's

## Military Madness

1990 Best Military Strategy Game Award  
—Video Games & Computer Entertainment Magazine

1990 Best War Game Award  
—Game Player's Magazine

"Military Madness is an excellent introductory war game. It's extremely playable and always keeps, and I doubt its job better than several computer war games currently available. If you're looking for a different level of gaming experience on your TurboTurbo, one that takes good advantage of the system's capabilities."

—Game Player's

"Military Madness is a game that puts you in exciting and unpredictable strategic combat situations. Terrific sound effects, realistic battle simulations, and awesome graphics are only a few of the reasons why Military Madness is an interesting addition to any TurboTurbo collection."

—GamePro

## Monster Lair

1990 Best Shooter Game  
—OMNI Magazine

"Monster Lair is a fast and colorful game that's even more fun when played by two people. And because the game is on CD, the stereo soundness is superb. Monster Lair has enough charm to last through every playing."

—Game Player's

## Moto Rider

"Up to five human players can race for the finish line in this high-speed challenge. The options are many with different race track levels, six different futuristic vehicles and several different music scores."

—Video Games & Computer Entertainment

## Neotopia

"If the TurboGrafx 16 is your first game machine, don't miss Neotopia."

—Video Games & Computer Entertainment

"...Neotopia will offer hours of excitement."

—Game Player's

## Ninja Spirit

1990 Best Game of the Year (TurboGrafx 16) Award  
—Electronic Gaming Monthly Magazine

1990 Excellence Award  
—Game Player's Magazine

"...the level of intensity is unmatched, with multiple weapons, options and shadows all coming into play. The bonus attribute over all the games and truly provides a testament to this system on disc. If you think stands out...and earns our Turbo Game of the Year award."

—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

"Target! Buckle up, this is a true martial arts action. Awesome weapons and power-ups and intense ring action. Excellent graphics and authentic Japanese BGM. Great gameplay and cool bosses. Best Turbo card yet."

—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

"Ninja Spirit is so good that it might even appeal to gamers who don't think they like ninjas. In its first version, and the challenges put players are difficult as the great post on Ninja Spirit is probably the best martial arts game to appear so far on the TurboGrafx-16."

—One of the best on any video game system.

—Game Player's

## Power Golf

"...the best and (well) game is Power Golf for the TurboGrafx-16 system. Power Golf has outstanding graphics — on some better shots you can see the complex on layout of some holes. Most of the game is played from an overhead perspective, where you're ready to hit, a small screen inset shows you playing your shots and the power bar. The game is quick-paced and fairly realistic. One nice touch is that after you hit a shot, the overhead view tracks the flight of the ball. Power Golf should keep you glued to your screen."

—Sports Illustrated

## Psychosis

1990 Best Sci. FI. Game (Honorable Mention)  
—Video Games & Computer Entertainment

"From a purely visual standpoint this art is worth its weight in gold. The graphics are gorgeous."

—GamePro

## R-Type

"The legend has never looked better than on the Turbo! All eight levels of monstrous play give this fast-pace action!"

—Electronic Gaming Monthly

"One of the best arcade-to-home translations we have ever seen comes in the form of R-Type."

—Video Games & Computer Entertainment

## Sherlock Holmes Solves Detective

"...for the first time in video game history, thanks to the huge memory of a CD, we will be able to play a game that will contain real video footage. Three in perfect sequence with synchronized lip movement and it will be difficult to believe that this is a video game!"

—Electronic Gaming Monthly

## Space Harrier

"...they tuned to NEC's channel for arcade quality Space Harrier action, or you can save this dirt hanger for yourself."

—GamePro

## Splitterhouse

1990 Best Coin-op Game Award  
—Video Games & Computer Entertainment Magazine

"Splitterhouse...is another fantastic example of how good Turbo games can be. The game has challenges and graphically outstanding. I love it."

—Electronic Gaming Monthly

"Talk about changing and awesome, wow! Splitterhouse has plenty to go around. Exciting graphics and challenging game play make this seven-level nightmare come true. Very entertaining."

—GamePro

## Super Star Soldier

"Massive amounts of firepower...lots of power-ups, boss battles and great graphics."

—Electronic Gaming Monthly

"...features eight vertically scrolling stages of gorgeous graphics, non-stop interstellar space fighting, four different weapons, two defense systems, and numerous power-up possibilities."

—GamePro

"At times there is so much action on the screen you can get lost in...the rockets, bullets, enemies and abstracted structures across the screen. If you're looking for a shot-action shooter...it will keep you awaking."

—Video Games & Computer Entertainment

## Super Volleyball

"Incredible, gorgeous graphics...The best sports game I've played for the TG. Well said."

—Digital Games Review Digest

"Sports fans can enjoy solo play or two-person competition in Super Volleyball. The big screen views, crisp detail, and snarling detail of this game's graphics almost convinced us that we were watching a live game on TV."

—Game Player's

"NEC's Super Volleyball brings the popular sport to the TurboGrafx-16 with all of options, a comfortable user interface and, most of all, loads of authentic action scenes. All in all, Super Volleyball is a good, challenging simulator. If you're looking for a shot-action shooter...it will keep you awaking."

—Video Games & Computer Entertainment

## Takin' it to the Hoop

1990 Best Sports Game Award  
—Game Player's Magazine

"...a well-balanced and entertaining sports game."

—Game Player's

"Hardcore gym rats know there's no substitute for an honest-to-goodness game of hoops. Takin' it to the Hoop has all the thrills, none of the spills, and some top notch video round ball. Call this one and give it a try."

—GamePro

## Tiger Road

"A multitude of vertical and horizontal scrolling adventures...cheap graphics and sound...bosses runs and several weapons...best up both strategy and options."

—Electronic Gaming Monthly

## Timeball

1990 Best Strategy Game Award  
—Video Games & Computer Entertainment Magazine

"...if you like puzzle games, Timeball has it all. It's highly recommended."

—GamePlayer's

## TV Sports Football

1990 Parents' Choice Seal of Approval  
—Parents' Choice Council

1990 Best Sports Video Game Award  
—Video Games & Computer Entertainment Magazine

1990 Excellence Award  
—Game Player's Magazine

"TV Sports Football has been billed around a unique Turbo feature...a player simulation action. It's not just a game of fun with everybody getting into the action...think of it as a party football game."

—Electronic Gaming Monthly

"TV Sports Football is simply one of the finest football simulations available for any game system. It skillfully combines realistic sound effects, crisp graphics, and awesome action."

—Game Player's

## Veiques Tactical Gladiator

"Veiques is a fighting vehicle like none you've seen before...at top glider swiftness, jump, keep on by through air...it's a category unto itself...there's plenty of good old fashioned shoot-on, up, but the key...is how well you strategize."

—GamePro

"The game play makes Veiques a solid fun game...that will keep you bouncing on your rubber toes."

—Video Games & Computer Entertainment

## Victory Run

"Probably one of the best driving games to come along for any system. Victory Run has true 3D effects, including hills and curves, and enough variety in the course to keep you occupied for some time. The car handles like a race car should and the power drifts are better than any racing game to date. Very addictive!"

—Electronic Gaming Monthly

"This high-speed game is a version of the F-16's B-Dual road race. You start out by steering on up into the bridges, suspension and the car...you'll see them through the...outside of the car. Careful scores and take you...from mid-day to night and back to morning. Controls for you accelerator, brake and shift gears while displays give you constant updates on your speed and engine RPM."

—Video Games & Computer Entertainment

## World Class Baseball

"This game allows two players to compete against one another, or one against the computer. You get the best plays in the stadium, behind the catcher, or on covered view. Digitized voices add to the realism, along with realistic scoreboards, mascot and player movement."

—Video Games & Computer Entertainment

"...World Class Baseball is very close to perfect."

—Game Player's

## World Court Tennis

"A visually stunning tennis game that plays well and offers head-to-head competition."

—Electronic Gaming Monthly

"World Court Tennis combines the action of top notch Singles and Doubles tennis with the shyness of an unusual tennis format. It's gung, fast, and match for match."

—GamePro

## Ys - Book I & II

1990 Best Role Playing Video Game Award  
—Electronic Gaming Monthly Magazine

1990 Best Background Music and Sound in a Video Game Award  
—Electronic Gaming Monthly Magazine

1990 Best Role Playing Game Award  
—OMNI Magazine

1990 Best Adventure Game Award  
—Video Games & Computer Entertainment Magazine

1990 Best Fantasy Role-Playing Game Award  
—Video Games & Computer Entertainment Magazine

"This graphic adventure is one of the most detailed, involved games I have ever played...It has the best music soundtrack...how sound effects! The dreams of scores on the CD. If I have to give it a 10 for the sound/music rating, then the next best game I ever play with good music will probably get a 9. The only to the game itself is so good. I had myself wondering if I ever had one. This is, the best reason to buy the TurboGrafx 16 player if you don't own one. No one can ever claim that CD-ROM games are not as good as games ever played."

—Leo Pappas, Video Games and Computer Entertainment

"Over 47 minutes of true stereoscopic, high fidelity background music, two full length tracks containing 1700 different scenes. In addition to over 70 minutes of cinema type intermissions."

—Electronic Gaming Monthly

"If you're a role-play adventure who's been waiting for a reason to invest in a TurboGrafx-16 CD-ROM unit, here it is. It has got all the greatest plays, engaging RPG game play and a brand damn good."

—GamePro



## TurboExpress

1990 Best New System of the Year Award  
—Electronic Gaming Monthly Magazine

1990 Best Game System of the Year Award  
—Game Player's Magazine

1990 Best Top 100 Products of the Year Award  
—Sports Illustrated Magazine

"NEC's TurboExpress, which is much more sophisticated than anything else on the market and features more interesting games than any other platform."

—Los Angeles Times

"...a brand-new game machine that boasts built-in quality graphics and sound control. Ever better, it uses the same technique as the NEC TurboGrafx-16. An expanded instruction book that is a real find in the realm of home. Unfortunately, the system has proved to be so popular that you might need to be patient to get your hands on one, even after all our words of praise."

—Chicago Tribune

"This powerful pocket system is the most remarkable hand-held to yet appear, with several amazing features that elevate it above the rest of the pack. First and foremost is the quality of the screen display...the second, and more important, feature is the Express built-in play and exciting TurboGrafx-16 game software. This instantly gives the Express the longest library on the portable scene. The price is right, but the upside game you want the best...the TurboExpress is the ticket to take. BEST NEW SYSTEM OF THE YEAR."

—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

## TurboGrafx-16 System

Manually collect your TurboGrafx-16 system. You have selected the most important bit of...something better than the TurboGrafx-16. How many says its primary goal in this is to get his own TurboGrafx-16 game system."

—New York Times Money News Service

"The TurboGrafx-16 has the most beautiful graphics, color and sound of all the new systems."

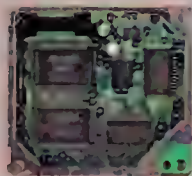
—San Francisco Examiner

## **SUPER NINTENDO TO MAKE IT'S U.S. DEBUT AT THE SUMMER CES!**

Nintendo of America Ltd has announced that it will formally introduce it's long awaited Super Nintendo Entertainment System (S-NES) on June 1, 1991 at the Summer Consumer Electronics Show.

Though the U.S. specifications have not been announced at press time, EGM has learned some of the details from its sources inside Nintendo.

The S-NES will remain virtually identical to it's Japanese cousin the Super Famicom. The brains of the S-NES will still be the custom 65C816 16 bit chip. Likewise with all



**The great audio capabilities of the Super Fami have been retained in the S-NES!**

of the other main components especially the phenomenal Sony sound board. The compatibility was maintained so that all of the software which has already been created for the SF in Japan would not have to undergo major programming for the S-NES. This does not mean though, that the Japanese software will directly plug into the S-NES. Expect Nintendo to take the same precau-



**The Super Nintendo will be in the stores this Fall!**

tionary measures as it did when it brought over the NES. It is highly likely that Nintendo will change the pin spacing on the S-NES carts. In addition you can bet that Nintendo is going to put in a whole new 'security chip' that will be 'uncrack-



**The S-NES controller will retain the 6 fire buttons.**

able

In a similar fashion Nintendo will also retain the same 6 button controller. Cosmetic changes will be



**The 'brains' of the S-NES is Nintendo's custom 65C816 chip!**

made to the controller shell but the SF horizontally oriented controller plugs have been retained. This being the case the Japanese add-on sticks like the spectacular Haken JB King should be directly compatible. At worst a simple wire switching will be necessary.

The first pieces of software from Nintendo will include

Super Mario World (Mario 4), Pilotwings, F-Zero and a new Golf



**\$50 to \$60 will buy you a small circuit board and a couple of chips.**

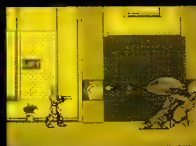
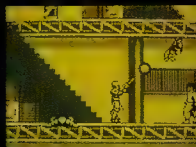
game. While Sim City is out in Japan, Nintendo will probably hold off on releasing the S-NES version and concentrate on the NES cart Zelda 3 is done and coming soon.



**The long rumored Zelda 3 is coming to the S-NES!**



# ROBOCOP



**ocean**

1855 O'Toole Ave., Suite D-102 San Jose, CA 95131

CIRCLE #192 ON READER SERVICE CARD.

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PICTURES CORPORATION

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trademarks of Nintendo of America, Inc.

# NEC LOWERS TURBOGRAFX SYSTEM AND CD-ROM PRICES!... THIRD PARTY SUPER FAMICOM PERIPHERALS HIT MARKET...

In a bold move in the hot 16 bit wars, NEC Technologies announced that effective May 20, 1991, the price of the base TurboGrafx 16 package will be reduced from \$149 to \$99.99.

This base system includes the game system console, one TurboPad controller and the Keith Courage game cartridge.



**Look for this sticker on specially marked packages.**

Also, at the same time, NEC announced that a second tier system package, containing the most popular TurboGrafx accessories will be introduced. Dubbed the Bonk SuperSet, this new package will be priced at \$149.99. By purchasing the SuperSet the player can save \$90 over the price of all of the components, if purchased individually.

Included in this Bonk SuperSet will be the base game system console, two TurboPad controllers, the 5 controller TurboTap, and the mega-hit Bonk cartridge. The packaging of the SuperSet will be redesigned and it will prominently display Bonk on the box. The Bonk SuperSet is tentatively



**The Bonk SuperSet includes the most popular Turbo accessories!**

scheduled for release this fall.

NEC also announced that effective May 20th, the price of its revolutionary CD-ROM player will be reduced from



**NEC's CD-ROM drive reduced to \$299!**  
\$399 to \$299.99.

Later this fall NEC will include a CD+G music sampler disk with the CD-ROM unit. CD+G, standing for Compact Disc plus Graphics, is the new CD format which allows the end user to not only listen to popular music but also, when hooked up to a TV, gives visual images, like still frames of the rock stars, on the



**CD+G discs provide graphics, lyrics and text in addition to CD music.**

screen. Not limited to just that, lyrics, in multiple languages, and chords can also be displayed, allowing listeners to sing or play along with the music. Since standard music discs normally use only 95 percent of the storage space on the disc, inclusion of this graphic information does not cut back or affect the sound quality or amount of music. Warner New Media is one company who makes CD+G discs.

Halkin Industries Ltd of Japan has just announced that it will be bringing out a new line of Super Famicom controllers

Two models are scheduled for release in July. The first one, called the JB King, will retail for about \$66. It is large and similar in bulk to the Advantage. It measures 10 3/4" long 8 1/4" wide and 4 1/2" high. Of particular importance is the fact that each of the six fire buttons has its own turbo fire control. Also, each button has a rotary dial to independently adjust the firing rate. In addition, the four main fire buttons have been placed on a disc which can then be rotated to offer alternative positions depending on the game, and user preference. The slow motion is also built in!



**One of the first SF replacement controllers - the JB King!**

The second model is called the JB Turbo. It is basically designed for players who want to continue to use the standard controller, but would like to add autofire capability. On the Turbo there is a master dial which adjusts the auto fire rate to all of the buttons. This peripheral will sell for about \$20.

HAL America when contacted, stated that they have not yet decided whether they will market these peripherals in America for the Super NES.



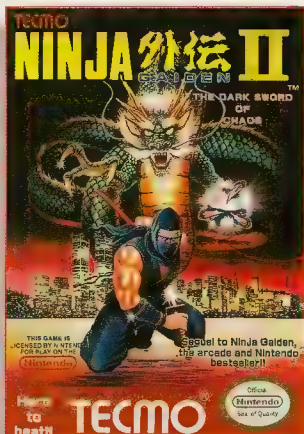
**The JB Turbo adds auto fire to the standard SF controller!**



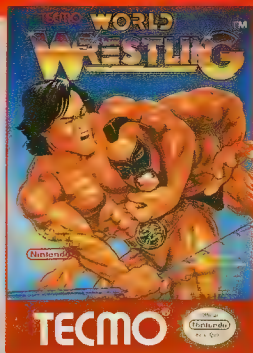
# YOU'VE TRIED THE REST NOW PLAY THE BEST!



- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- Superior graphics
- 5 Levels of difficulty
- 10 Rooms in each level
- Password for continual action
- 13 Magic power-ups

- 1 or 2 players
- 5 rounds in each level
- Random road obstacles
- 3 levels of game play
- Special 2 player rounds
- 6 "Power-up" driving weapons



## TECMO



# INTERNATIONAL OUTLOOK

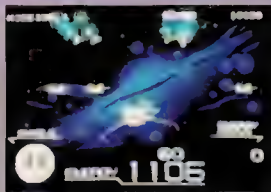
NEWS, Previews and Info From Around the Electronic Gaming World

Dozens of New SF and Mega Drive Softs Coming this Summer!

## CSK/Mega Drive GALAXY FORCE 2

While CSK is a new Sega licensee, the game carries a familiar title. With graphics that look more like an arcade game, the 8 megabit GF2 could quickly become the ultimate shooter! Look for Sega to grab the U.S. rights to this hot title!

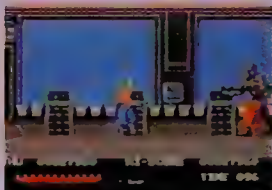
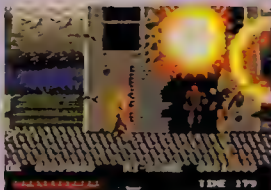
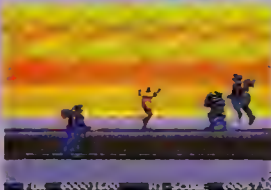
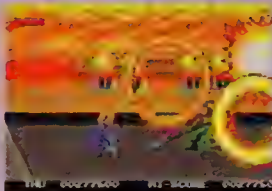
*Extremely detailed graphics place this cart in a class by itself!*



*It's an outer space shooter unlike any other Sega cart!*

## Taito/Mega Drive THUNDER FOX

Based on an older Taito arcade game, Thunder Fox plays like the current Mega Drive game - Midnight Resistance. Very smooth scrolling action with multi-layered backgrounds give this soft a good look. With a constant flow of enemy soldiers to fight, TF will give those who like shooting games a constant flow of nonstop action. Grab the different weapons along the way for even more explosive firepower as you set out to destroy the enemy's base.





# Light Boy is Bound to Attract Attention!



The Vic Tokai Light Boy is the best thing that happened to my Game Boy. It's "lights out" and the action hasn't ended; it's just beginning. I can see the LCD screen a hundred times better, because Light Boy magnifies the screen 1 1/2 times. Light Boy even comes with batteries. What more could I ask for!?! It's no wonder Light Boy is bound to attract attention...



LICENSED BY

**Nintendo**

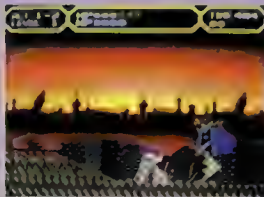
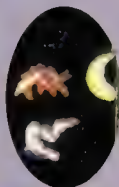
VIC TOKAI INC.  
22904 Lockness Ave., Torrance, California 90501  
TEL: (213) 326-8880

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CIRCLE #125 ON READER SERVICE CARD.

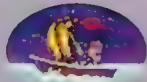
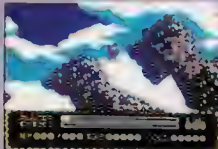
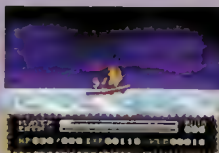
## Hudson/PC Engine VALIS 4

Hudson has quietly been working on the fourth in the Valis series. Without a lot of fanfare they released a couple of 'teaser' screens of this new quest. New moves, weapons and larger enemy soldiers are the obvious improvements. Now, with more detailed graphics and multi level backgrounds, this edition should keep the interest building for this popular series. Coming to the stores later this summer!



## Tonkin House/FamiCom Y'S 3

The third quest in the Y's series of games has now gone to all formats. While the graphics have been cut back from the other versions, the excellent game play has not been compromised. The cinema displays remain intact but the voices have been replaced with text. Still it's a challenging quest for those not owning the other game systems.



## Taito/GameBoy ELEVATOR ACTION

NES veterans will remember this title as one of the first generation of games. Taito has shrunk the soft down to GameBoy size and will be bringing it out later this year. Your mission is to find the secret papers hidden in one of the rooms and then make it down to the ground floor where your getaway car awaits you. The other spies are after the same papers and they will do anything to stop you. Shoot them before they plug you. Check all the doors, and hitch a ride in the elevators but watch out for the enemy gunfire. Shoot out the lights to darken the screen!



## Tecno Soft/Mega Drive DEVIL'S CRUSH

The spectacular PC Engine/TurboGrafx pinball game is now coming for both the Mega Drive and the Super Famicom. Expect to see more 'action' and animations



with additional demons patrolling the playfield. More bonus rounds and extra bumpers will be new features.





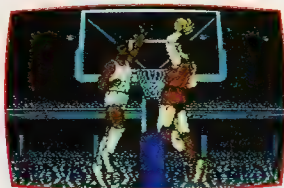
# IT'S ULTIMATE BASKETBALL!™

Trash all those other basketball cartridges! **ULTIMATE BASKETBALL™** captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.

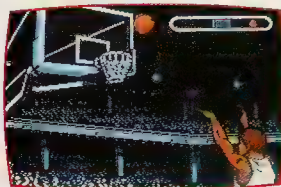
Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!

When your men start to drag, you can substitute some fresh blood.

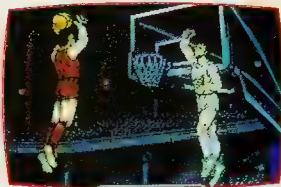
It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action



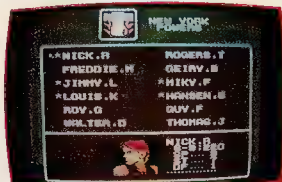
Be a part of the action—not just a spectator



See your shots-up close and personal



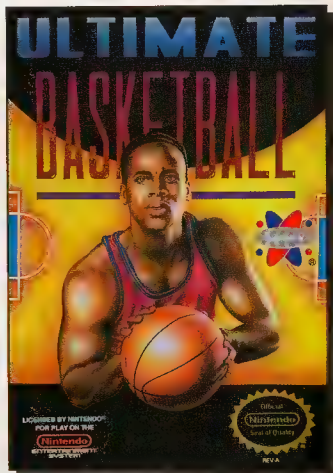
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



**American Sammy Corporation**

2421 205th St., Suite D-104, Torrance, CA 90501  
PHONE: (213) 320-7167 • GAME TIPS: (213) 320-7362

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# FINAL SOLDIER

**Hudson Soft of Japan / P.C. Engine**

Final Soldier is the third game in the Star Soldier trilogy. It features more of the same great graphics and sounds as in the previous two parts. This time around the alien onslaught is nearly unstoppable. Luckily, there is a screen where you may modify your weapon power-ups to your liking. This fire power can be increased to incredible proportions, which helps to even the impossible odds. You have the choice of rapid fire missiles, a flamethrower type weapon, a bubble laser and a ring laser. Each weapon is useful in different situations, and finding out where is vital to your survival. All of the levels contain great background graphics and the enemies are colorful and detailed especially the bosses. A great ending for an excellent series.

*You can modify your weapons, and customize the power-ups you'll get in the game. There are 12 main weapons to choose from for 4 different power ups.*



**VERTICAL**



**LASER**



**FLARE**



**RING LASER**

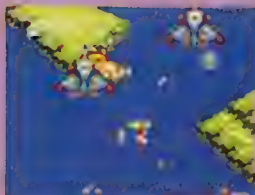
**THE SUPER SMART BOMB**



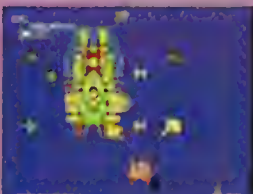
## LEVEL ONE



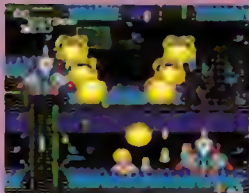
## LEVEL TWO



## LEVEL THREE



## LEVEL FOUR





# ROLAN'S CURSE

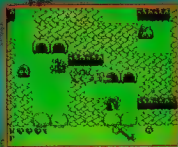


The land of Rolan has been cursed by the evil Emperor Bessin, and now, hundreds of innocent creatures roam free in the countryside.

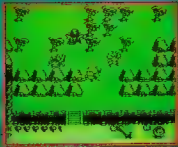
Enter the land of Rolan with a friend, solve the mysteries of the countryside, rescue, and destroy the might of the dreaded curse!

for  
your

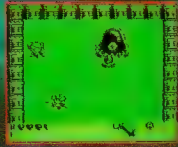
# GAME BOY™



Fight alone or with a friend  
and play with a friend.



You'll discover an arsenal  
of weapons to use!



Battle some of the strangest  
beasts this side of fantasy-land!



## American Sammy Corporation

2421 205th St., Suite D-104, Torrance, CA 90501

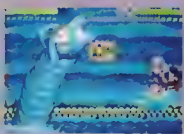
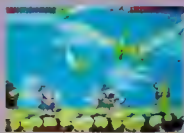
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CIRCLE #118 ON READER SERVICE CARD.



## Deco/Super Famicom JOE AND MAC

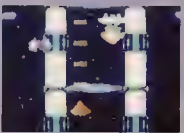
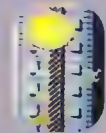
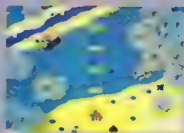
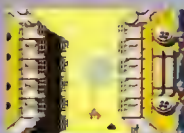
Many of the Super Famicom games are just reshapes of older Famicom games. Not so for Joe and Mac (Caveman Ninjas in the U.S.) This unique soft starts with a clean slate and ends up with a comical adventure involving cavemen as the main characters. It's a great 2 player game with humorous animations and really huge dinosaurs as enemies. Very colorful and easily one of the best SF games in quite a while.



## Toei/Super Famicom RAIDEN DENSETSU

First brought out for the Mega Drive/Genesis this great vertical scrolling arcade shooter is now coming to the Super Famicom. Offering a variety of different weapons and power enhancements, Raiden becomes yet another shooting game

for this new game system. While this is a good version of the game, it doesn't break any new ground.



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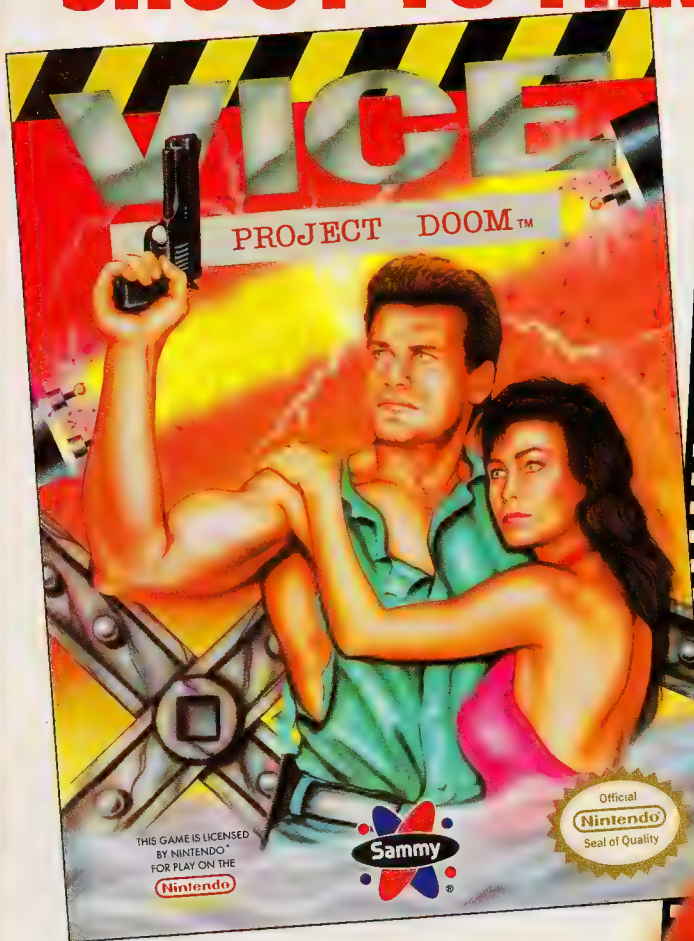
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Blazing Angel VII	Blazing Angel VII	Golden Axe VII
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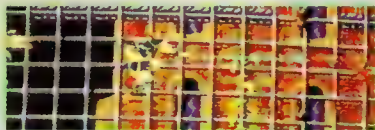
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# THE SUPER FAMICOM TIMES

## VAMPIRE HUNTING 16-BIT STYLE

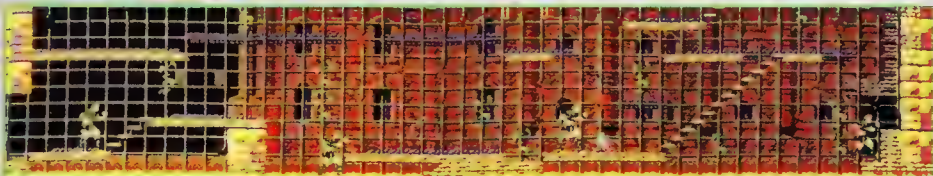
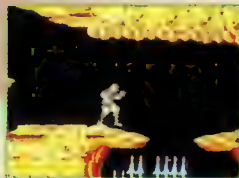
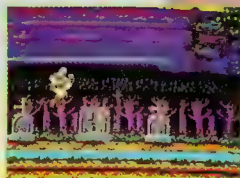
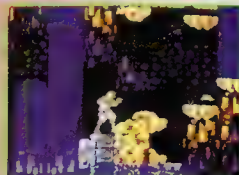
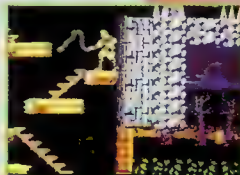
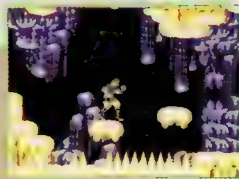
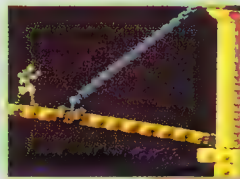
A whole new adventure awaits you as the evil Count Dracula terrorizes the Belmont family once again. Castlevania 4 is the latest cart for the Super Famicom from the wizards at Konami. Dracula is up to his old tricks and this time you must go through haunted forests, eerie caverns, and creepy cemeteries before meeting up with the old bloodsucker himself. The graphics are truly amazing, the variety of colors and detailed shading make these some of the best graphics on the Super Famicom yet! The music has been revamped and the sound effects are extremely realistic. The end bosses are awesome and the game play is challenging just like the previous Castlevania games. This a hot one and will probably be one of the best Super Famicom titles of the year in Japan and the U.S. as well.



### AWESOME END BOSSSES!!!



## CASTLEVANIA 4 4 MEG KONAMI DECEMBER 1991





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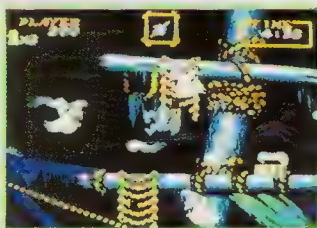
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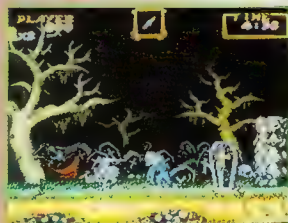
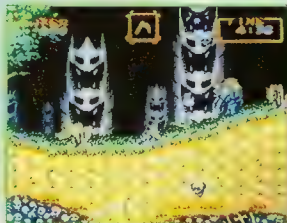
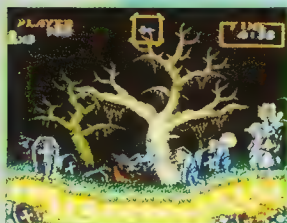
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**8 MEG****SUPER GHOULS AND GHOSTS**  
**CAPCOM****NOVEMBER 1991****SUIT UP FOR AN ALL NEW GHOULS AND GHOSTS ADVENTURE!**

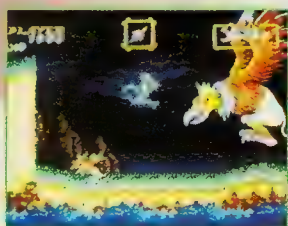
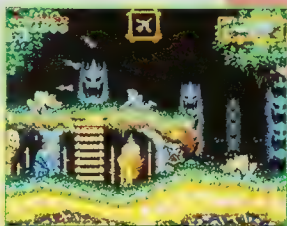
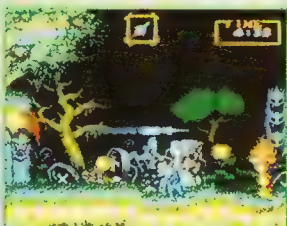
Arthur's back and he's ready to do battle with a whole new crew of ghosts and goblins in an all new adventure for the Super Famicom. The story is pretty much the same: defeat the minions of evil and rescue your main babe from the head bad guy, whoever he is. The graphics in this game totally blow the Genesis version of it's predecessor to pieces. The audio is also some of the best ever conceived on the Super Fami. The best thing about this game is the incredible game play. Challenging in every way but a game that can be mastered. The phenomenal graphics, sterling sound and gorgeous game play will keep you coming back again and again. Definitely a candidate for Game of the Year!



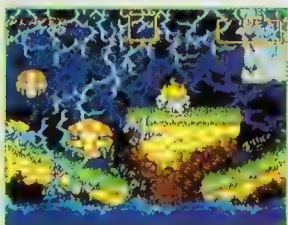
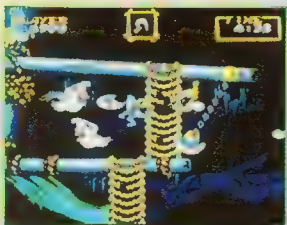
*The best Ghouls and Ghosts adventure ever!*



*Just like in the original Ghouls and Ghosts the amount of detail in the background and foreground is phenomenal. This time the graphics are even more amazing though!*



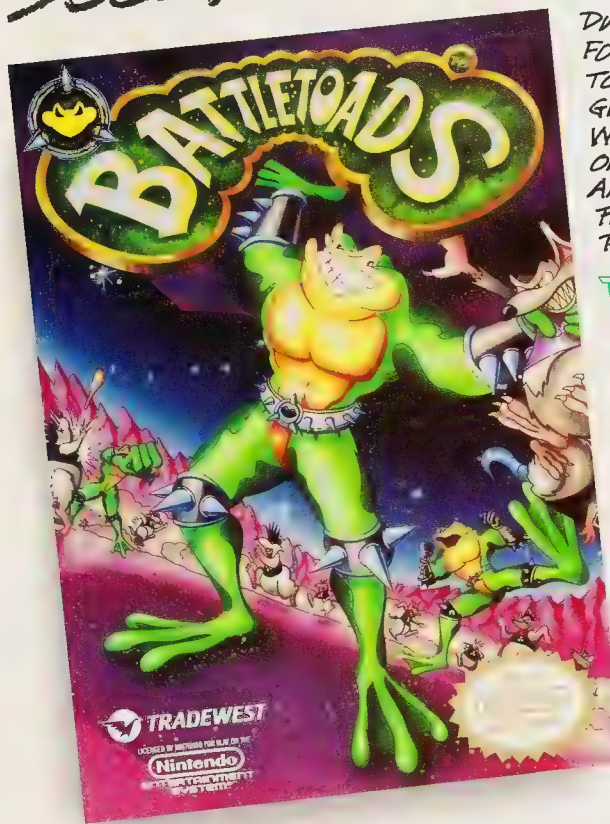
*ALL the characters are fluidly animated and are extremely detailed. If you thought the end bosses were cool in the previous Ghouls and Ghosts, wait till you see the ones in this version.*



*Arthur must traverse over all new areas and get through a new variety of challenges. The rounds vary from forests and graveyards to haunted pirate ships and huge castles filled with frightening foes.*



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# SUPER ADVENTURE ISLAND

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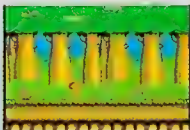
HUDSON

1ST QUARTER 1992

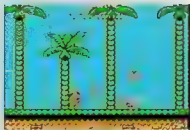
## THE ADVENTURE CONTINUES IN 16-BIT.

Master Higgins is back and is ready to brave an all new adventure. Hudson is porting over their successful Adventure Island series to the Super Famicom. The game will feature the same basic elements of the NES versions and almost identical game play. The obvious enhancements will be in the audio and visual departments. The graphics are extremely colorful and the animations are hilarious. The enemies each attack and die in a different way. The familiar power-ups like hammers and skateboards are there as well as a few new surprises. The backgrounds are drawn in pristine detail and feature parallax scrolling. The music is filled with sampled instruments and the drums really rock. This one's still a long way off but it looks like it'll be worth the wait for Adventure Island fans.

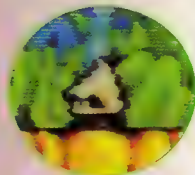
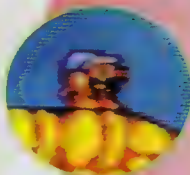
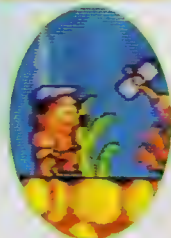
ADVENTURE ISLAND



ADVENTURE ISLAND 2



*As you can see it is very similar to the NES versions, but with enhanced graphics and sound Adventure Island never looked or played so good!*



## BILL LAMBEER'S COMBAT BASKETBALL

4 MEG HUDSON 1ST QUARTER 1992

### FUTURISTIC BASKETBALL ACTION!

Get ready for the most intense basketball games ever! This is no ordinary B-ball game though, this is a true test of combat skills and survival of the toughest. Incredible graphics and furious game play will challenge the reflexes.



*Combat Basketball features great digitized graphics and sounds with real human voices.*



## SIMCITY

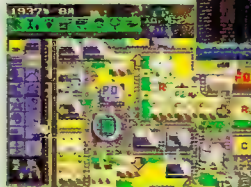
4 MEG NINTENDO 1ST QUARTER 1992

### BUILD YOUR OWN CITY!

Nintendo is bringing out a 16-Bit version of the popular computer and NES cart. This version takes advantage of the Super Famicom's enhanced graphics and sound. They also threw in a variety of new options not found in any other version that really make this game addicting and fun to play. Different, but its originality is what will win you over.



*Extremely involving and addicting game play makes SimCity a winner for the Super Famicom.*





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medieval art of alchemy  
(al ke-mei), the magical  
power of converting  
metals into gold.  
Ages have passed and  
alchemy is forgotten -  
now you have learned the  
basics of this lost art from  
Hermetrix, the Master  
Alchemist.*

*A fire breathing dragon,  
located at the bottom of a ten-  
level dungeon, is tormenting a  
race of giant ants, called the  
Arimasps™. Your task, young  
alchemist, is to test your new  
skills as you travel through this  
enemy-loaded maze. Using  
alchemy, you will transform  
items you find, into items you  
need to conquer the Mysterium  
and save the giant ant civilization.  
Mysterium... A Test of  
Endurance, Mind and Courage.*



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**SIMPSON'S; CASTLEVANIA 2; TMNT 2.**

## NEW SOFT NEWS

Lots of new games as we go into CES. For the S-NES: *Australius* by IGS; *Ultraman* by Bandai; *Caveman Ninja* by Data East; *Robocop 3* and *Radio Flyer* by Ocean; *Super F-1* by Seta, *Final Fantasy 2* by Square Soft, *Lemmings* by Sunsoft, *Space Mega Force* by Toho and *Paperboy 2* by Software Toolworks. For the NES: *Toxic Crusaders* by Bandai, *Eliminator Boat Duel* by Electro Brain, *Over Horizon* by Hot-B, *Addams Family* by Ocean and *Overlord* by Virgin Games. Lots of CD's from NEC. *Addams Family*, *Loom*, *It Came from the Desert*, *Lords of the Rising Sun*; *Shadow of the Beast*; and *Shadowgate*. Sega licensees will show: *Cal 50* by Mentrix, *Guardian Angels* by Nuvision, *El Viento* by Renovation and *Mercs* and *Vortex* by Sega.

## MENU

Nintendo

Sega

TurboGrafx

Genesis

GameBoy

Lynx

Game Gear

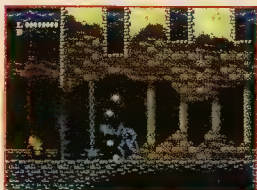
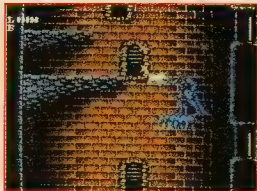
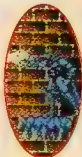
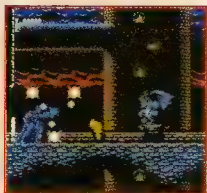
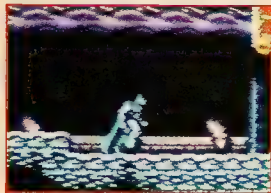
Neo-Geo

Arcade

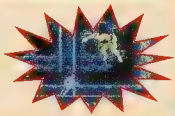
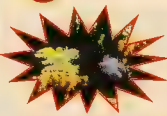
## BATMAN, RETURN OF THE JOKER

Sunsoft/Nintendo

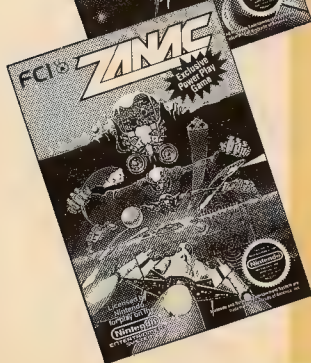
The Caped Crusader is being forced out of retirement as the Joker isn't dead! And this sequel won't just ride on the 'cape-tails' of it's predecessor as it's all new. This version won't be based on the movie. Rather the story will come from the D.C. comic series, *The Dark Knight*. All of the backgrounds and depictions will reflect a comic book essence. While still retaining the dark, ominous backgrounds and game play from the original, the sequel will be improved. Featuring dual action scrolling with extra help from a MMC 5 chip, *Batman, Return of the Joker* will be one of the most sought after games this Christmas!



*This version will be based on the DC comics!*







---

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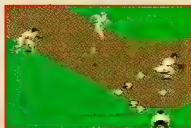
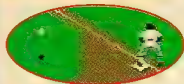
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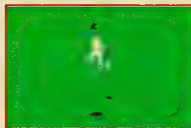
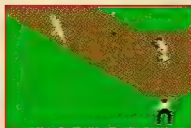
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## BASES LOADED 3

Jaleco/Nintendo



Jaleco is bringing out the third in the series of its popular Bases Loaded baseball games. This time, besides improving just the graphics and sounds, the simulation of realistic play has also been enhanced with more features. Play against the computer and it will 'think' smarter and pose more of a challenge than in previous versions. But the player control hasn't been sacrificed as after only minimal practice, you'll be picking off the computer base runners and develop the technique of stealing bases.



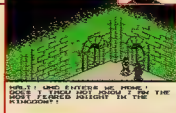
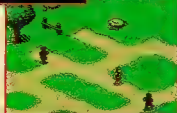
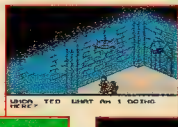
**Note the great over the shoulder view of home plate.**



## BILL AND TED'S EXCELLENT ADVENTURE™

Acclaim/Nintendo

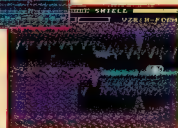
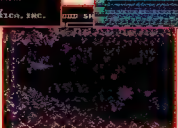
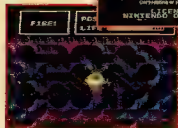
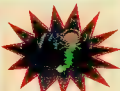
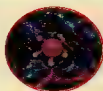
Famous people from our past have been kidnapped and placed in different time periods. Play as Bill or Ted and travel back in time to find the misplaced people. But they like it where they are and many will be hard to locate. Deal with the local customs and people of each time period as best as you can but remember who you are! Most excellent dude!



## W.U.R.M.

Asmik/Nintendo

It's 1999 and strange phenomena have been occurring around the globe. Earthquakes and volcanic eruptions are causing havoc. The ecological balance of the planet is in jeopardy! Hop in your special earth drilling vehicle to solve the problem!





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# DRAGON WARRIOR III™

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N. McQuaid, Oceanside, CA

"You have far surpassed our expectations. I have found most sequels to be unimaginative and boring. Enix has been able to 'out-do' the original."

T. Schreyer, Alberta, Canada

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J. Johnson, Kansas City, MO

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M. L. Masterson, El Cajon, CA

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The Legend of Erdrick begins here as you are plunged backward in time to the lost land of Aliahan. You and three hand-picked companions will travel by day and night to find and destroy the arch-fiend Baramos before he consumes the land. You'll explore fearful new dungeons, aided by your allies who can change classes mid-game. If you discover the Magic Bird, it will fly you to remote locations.

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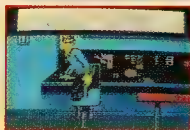
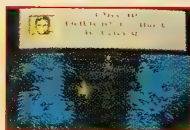
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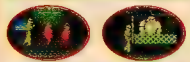
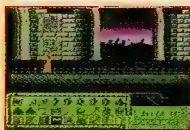
## STAR TREK Konami/Nintendo

Where has the time gone? It's hard to believe that Star Trek is 25 years old but it is! Konami is bringing out a NES version of the popular TV series and you, as Kirk, must battle the familiar Klingons and Romulans while exploring distant worlds.



## NIGHTSHADE Konami/Nintendo

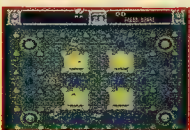
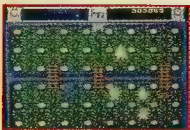
He's a hero best known for his trench-coat, fedora and shades. Known as Nightshade, you must defend Metro City from an Egyptian villain. Gather information about this mystery enemy and track him down before he takes over the city.



NOTE: These shots are preliminary and subject to change.

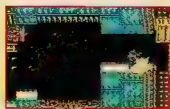
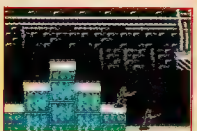
## TROG Acclaim/Nintendo

Acclaim has grabbed the rights to the humorous maze/chase arcade game of last year. In this, you are a cute dinosaur and must gather the eggs on the screen while avoiding the one eyed cavemen who are patrolling the same area. Turn into a Tyrannosaurus Rex and chase the cavemen for a short time!

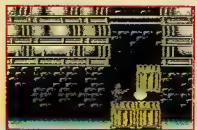
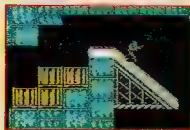


## CONTRA FORCE Konami/Nintendo

Contra action continues in the newest edition of the series. Save the head of the CIA who has been kidnapped by terrorists. Choose the correct person and weapon for the level and head out to eliminate the terrorists.



Great 2 player game!



NOTE: These shots are preliminary and subject to change.



# Tail Slamming Action From Natsume!

The peaceful kingdom of Mobery is under attack! A powerful dragon has teleported his castle and armies into an animal realm that never knew war like. The creatures went to their greatest hero to save Chany-Chany the Mountain Angigator.

Chany bursts into the arena as he whips the evil invaders with his mighty tail. Help Chany strike a blow for free: command his tail slapping adventure for the Game Boy!

- Darnest powers up for long range attacks!
- Password feature returns you to all the excitement!



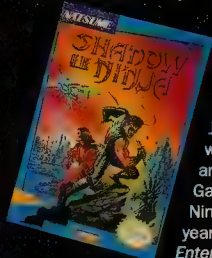
Enter the enchanted world of the palace of the enchanted army of an evil wizard in this action maze classic! "Amazing Penguin" is a great, enjoyable one player challenge." *Game Pro Magazine*



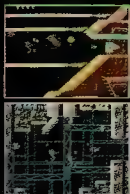
## The Future's A BLAST!

A select group of warriors have been created to battle a new menace to humanity. Known as S.C.A.T., the Special Cybernetic Attack Team has one goal—the utter destruction of Vile Malmort and his alien invaders. The intensity is red hot in this new action/adventure thriller!

- Capture and adapt multiple weapons systems.
- 1 or 2 player cooperative play.



Join two ninjas on their mission to overthrow the wicked Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces. "Natsume's latest (Shadow of the Ninja) is one of the finest NES games released this year or any other year." *Video Games & Computer Entertainment*, Dec. '90.



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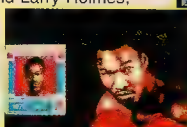
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## CHAMPIONS FOREVER OF BOXING

### NEC/TurboGrafx



With a rash of games featuring sports legends who are popular one day and in jail the next, NEC has decided to be safe and pick heroes who have retired. Such is the case with their new boxing game. Featuring champions like Muhammad Ali, George Foreman and Larry Holmes, this is boxing at its finest. Digitized photos of the boxers, digitized sounds and a great challenging game, all contribute to make one of the best boxing games around.



Check out the digitized photos of the champs of the past!



## TV SPORTS TENNIS

### NEC/TurboGrafx

Any tennis game which can meet the standards set by the Davis Cup has to be good! It's a realistic simulation where you can play on different surfaces such as clay or grass. Take on a friend and each can then view the action from his own perspective as the TV screen is split in half. This also makes a good TurboExpress game with the link cable!



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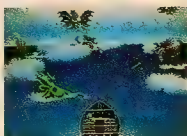
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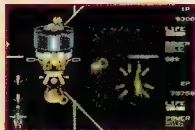
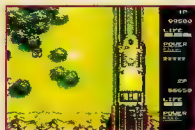
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## VAPOR TRAIL Renovation/Genesis

Renovation has a new vertical scrolling shooter in the works. Taking place over different parts of the world and even in outer space, VT has variety, good game play, and exceptional graphics.

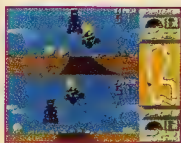
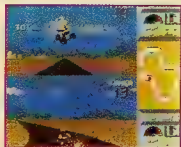


## KICK BOXING NEC/TurboGrafx

Andre Panza's Kick Boxing represents a new venture for NEC outside of their TV Sports series of events. Kick boxing requires technique and speed, both of which are built in to this fine game. The players are larger than normal, and this helps controlling your on-screen player. The practice mode allows you to fine tune your attack moves - definitely a necessity as the opponents are experts.



## QUAD CHALLENGE Namco/Genesis



Hop on your ATV and get set for some really wild racing. Take to the air coming off the hills but watch out where you land. Split screen action allows two players to go head to head.

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# THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.



## BUT IT STILL HAS ROOM FOR YOU.

Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to retake control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed visitors, spotting their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player, splitscreen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.



**CRACK DOWN**  
SEGA  
CREATION

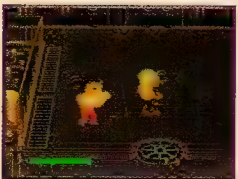
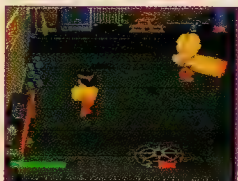
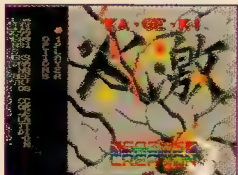
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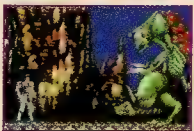
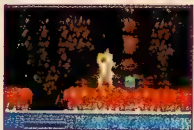
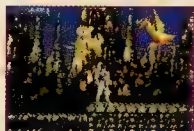
## KAGEKI Sages Creation/Genesis

Sage's has a new boxing-type game where your only weapon is your fists. Take on the gang thugs first for practice. Develop enough technique and speed and only when you are good enough will one of the 9 bosses appear. Watch out as they don't play fair. Some will throw fire bombs or exploding oil cans!



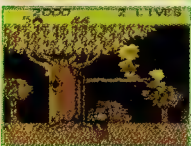
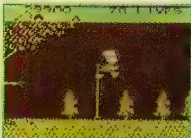
## SAINT SWORD Taito/Genesis

Taito has a new side scrolling action/adventure game which features detailed multi leveled backgrounds, huge enemy bosses and a quest similar to that found on Rastan. Get the life capsules which appear from some of the monsters you defeat for more energy, and search for the stronger swords to help you as you progress through your quest.



## THE SIMPSONS Acclaim/GameBoy

Bart and his family are back in a new adventure, this time on the GameBoy. It's a rough neighborhood in Springfield as a gang of bad kids are after Bart but it will have to take more than a few tough guys to slow our hero down.



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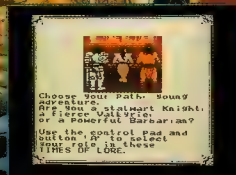
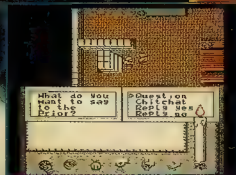
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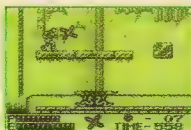
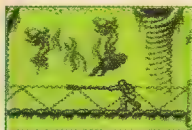
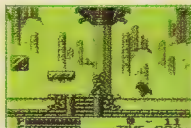
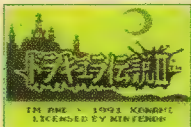
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## CASTLEVANIA 2

Konami/GameBoy

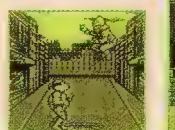
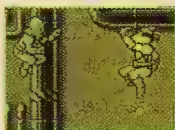
Old Drac is back and after the Belmonts again. Grab your trusty whip and head out in search of the Count. As in the first game, you must climb, jump and run through a series of levels loaded with pit-falls and tons of bats, rabid dogs and eerie ghouls. Keep an eye out for the secret rooms loaded with treasures!



## TEENAGE MUTANT NINJA TURTLES 2

Ultra/GameBoy

We all knew that the Turtles would be back and Konami/Ultra didn't want the 'loads' to get too well established. If you liked the great NES sequel (and who didn't), then you will want to try the portable version. All the great moves are built in and it's solid, nonstop action!



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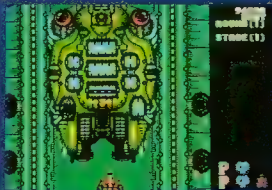
FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY

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Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! To get the most out of your Sega system, you **NEED** Mega Play!



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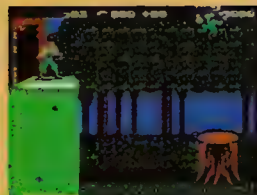
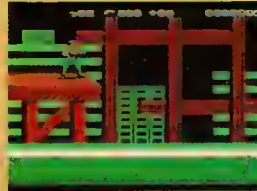
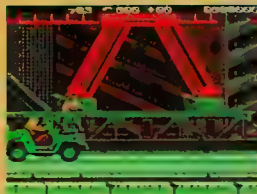
# TRICKS OF THE TRADE

## TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES



### MIDNIGHT RESISTANCE (Sega / Genesis)

**Secret Stage Select** - If you're having trouble getting through this incredible action game, then this stage select will help you out. At the title screen hold **BUTTON C** and press **START**. When you begin playing press **START** to pause. While paused hit **BUTTON A** to advance a level. Repeat to advanced to the next level. Now you can check out any of the awesome levels and even go straight to the last boss and save your family!



### ADVENTURE ISLAND 2

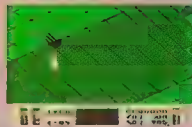
(Hudson / NES)



**Secret World Select** - With 64 levels of challenge you might have a little trouble saving your main squeeze. To select any world you want to start on press **RIGHT, LEFT, RIGHT, LEFT, A, B, A, B**, at the title screen. You will see a menu with 8 different islands to choose from. Now go rescue Tina.

### CAPTAIN SKYHAWK

(Milton Bradley / NES)

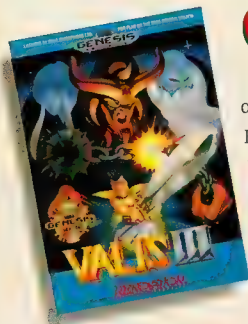


**Invincibility** - To become invincible and blast through the massive enemy fortresses without getting a scratch. At the title screen, when the letters are falling, press **UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT**, and you'll be invincible.



# Dare to wield the sword of Valis!

8 MEG POWER



Okay, so the real world isn't so bad. But Dreamland and the Dark World are absolutely killer! And you're part of it.

You become Yuko Ahso, and you get transported to the otherworld to defend Dreamland against attack from the Dark King Glames. Only by wielding the powerful Sword of Valis can Yuko and her twin sister, Valna, defeat Glames' evil hordes.

Characters like Queen Valna, Cham, and the evil Garther make this dramatic action game unlike any other.

Valis III. A game so realistic you'll have trouble separating fantasy from reality.



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# DEAD HEAT SCRAMBLE

The road is rough  
and turns are slick,  
but the fun of the game is  
in the golden rule:  
Don't flip! Scramble!

Control your car, race against the clock  
and friends. Race directly into the  
gameplay!



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The game plays on the new Game Boy  
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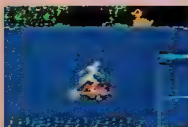
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ERIC WILSON

## SILVER SURFER

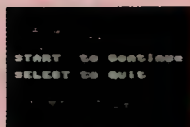
(Arcadia / NES)

Unlimited Continues and Invincibility - Go to the password screen by pressing UP on both controllers. To become invincible use the code KJTTJK. For unlimited continues use the code SJM333.



BE  
INVINCIBLE  
OR HAVE  
UNLIMITED  
CONTINUES!

KJTTJK



SJM333

## TWIN COBRA

(Sega / Genesis)

Bonus Continues - To get up to 14 extra continues in this incredibly challenging shooter, simply go to the green title screen by pressing START. All you have to do is hit BUTTON A till you have 14 credits!

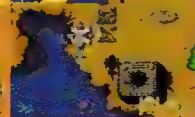
CREDIT 14



## TWIN COBRA

(Sega / Genesis)

Max Out Your Bombs - If you run out of bombs, there is a way to instantly restore your supply. Pause anywhere in the game. Then press UP, DOWN, LEFT, RIGHT, and then hold BUTTON B while unpausing the game. Don't worry, you can do this as many times as you want!



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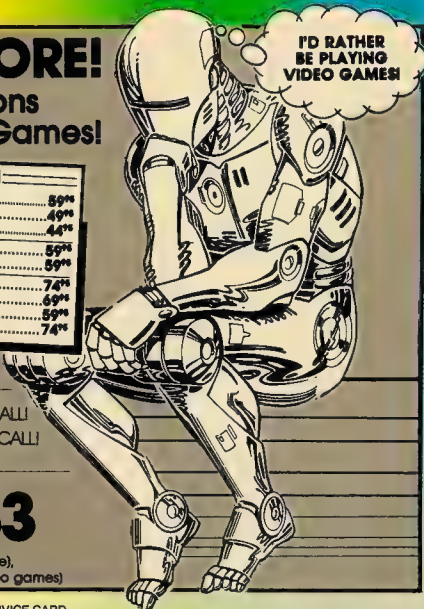
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## BOMBERMAN

(NEC / TurboGrafx 16)

**Super Passwords** - Here are a couple codes for the cute game Bomberman. The first brings you to the water filled chaos of level 3, and the second one takes you to the sun scorched sands of level 4. Challenge your mind.



E. A. Clare  
LA, CA



Check out the water creatures in level 3.



Back to dry land in the desert on level 4.

## TEENAGE MUTANT NINJA TURTLES 2

(Konami / NES)

**9 Turtles and Stage Select** - To get 9 turtles and start on any level you want simply go to the title screen and press B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A, and START. Now you'll have 10 extra turtles and a choice of your starting level.



Now you can have the best of both worlds!

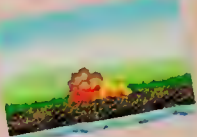
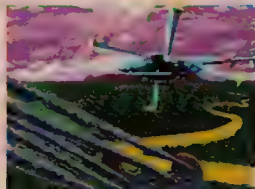


**STAGE SELECT**  
**10**

## TWIN COBRA

(Sega / Genesis)

**Watch the Ending Without Playing the Game** - If you've already beat this magnificent game and you would like to see the ending again or if you just can't get past all the levels and you want to watch the ending then do this trick. Go to the green title screen and press UP, DOWN, RIGHT, LEFT, A, B, C, and then START. The screen will flash white and then you'll get to watch the ending!



## WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Send all tips to Tricks of the Trade, 1920 Highland Ave Suite 222, Lombard IL, 60148. Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

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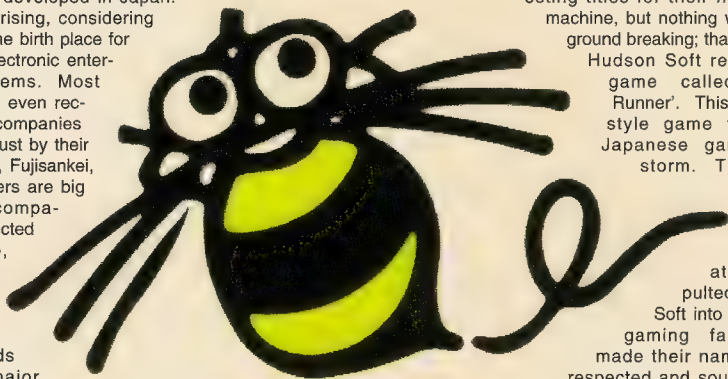
# BEHIND THE SCREENS AT HUDSON SOFT

## "CONVERTING GAMES FOR THE AMERICAN MARKET"

Where do video games come from? It seems that a huge number of successful titles for the Nintendo, Genesis and TurboGrafx systems have all been developed in Japan. This isn't surprising, considering that Japan is the birth place for these home electronic entertainment systems. Most Americans can even recognize which companies are Japanese just by their names. Bandai, Fujisankei, Taito, and others are big name game companies easily detected as Japanese, represented by their American branches. Yet one stands out as a major game developer that sounds American, but is actually a huge, mega-corporation in Japan. That company is known as Hudson Soft.

Hudson began in 1973 as a small Japanese company selling art photographs. They later expanded their product line into marketing amateur

ham radio equipment. As home computers began to gain momentum in home consumer popularity, the company



decided to develop games for the personal computer for the Japanese market. As they became more and more popular with the titles they published, the company further grew into an industry leader. When Nintendo made available their 8-bit Nintendo Entertainment System,

Hudson Soft was the very first game developer to be licensed for that system.

Nintendo had produced some interesting titles for their new game machine, but nothing was really ground breaking; that was until Hudson Soft released a game called 'Lode Runner'. This platform-style game took the Japanese gamers by storm. The game

immediately catapulted Hudson Soft into electronic gaming fame and made their name highly respected and sought after. Each successive release held new surprises and adventurous action in store for the Japanese market. When Nintendo released their 8-bit game system in the U.S., the system already had a number of titles from both Nintendo and Hudson Soft to choose from. As interest in Hudson Soft games grew, so did the compa-

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on Blob's home planet, as

they attempt to free the lovely

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the treacherous Antagonistic

Alchemist.

Join our heroes as

they encounter secret

A BOY AND THE  
BLOB



rooms, clever traps, and dangerous obstacles in a labyrinthine depths of the castle.

But all is not lost—the two share a very special secret: With each flavor of jelly bean the boy sees Blob, Blob will magically transform into a different shape. That can be an intrepid pair get past just about anything the Alchemist can conjure up.

The sensational sequel to  
*A Boy and His Blob*,  
winner of a 1990  
Parents' Choice Award.



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**Lode Runner for the Nintendo 8-bit was the game that brought fame to Hudson Soft**

## Developing the PC Engine with NEC...

As Hudson Soft's notoriety grew, so did their game designing ability. NEC knew that the game masters at Hudson Soft had incredible talent and decided to tap that talent in the formation of a new game system to compete against the phenomenal success of the Nintendo 8-bit system. In 1988, the PC Engine was introduced. NEC called on Hudson Soft to do most of the designing, since Hudson Soft was already familiar with what gamers wanted in their games. Hudson also had another division which specialized in the technology of IC memory cards. Known as the 'HuCard', Hudson re-designed this memory IC for special use with the new PC Engine. Seems that Hudson and NEC did their homework well, because when the PC Engine was introduced to the Japanese market in 1988, it was an instant success. Many people were taken back by the fantastic graphics and sound the unit offered in contrast to the Nintendo which most gamers already felt was an incredible system in its own right. When the system was re-designed for the U.S. market and released in 1989, American gamers took note of its impressive color palette and sound capabilities along with the only CD-ROM attachment at the time. Since its release, the PC Engine / TurboGrafx-16 has sold over 2.2 million hardware units world wide!

## Japanese versus American Tastes, the Similarities...

Most Japanese game companies, Hudson Soft included, agree that gamers enjoy a well designed game, whether they be American, Japanese, or any nationality for that matter. If the game is filled with fresh ideas while still being able to relate to a popular idea, gamers will enjoy it no matter who develops it. Marry those ideas with great sound and graphics and decent market exposure and the game is sure to be a hit. Japanese players enjoy shooters as much as American gamers do, and crave exciting, vibrant graphics the same as Americans. Sound is also important, as is technological advances. In fact, Japanese players tire quickly of old technology. Because they live in a society surrounded by booms in technological leaps, they're used to the latest and greatest developments happening every day. Americans rarely get the kind of exposure due to the language barrier and also distance. Japanese companies are perfectionists when it comes to introducing their products outside their home territories and insist on assimilating the ideas they create as comfortably as possible with their neighbors. That's one of the reasons why it takes longer than one might think for the American branches to bring forth games created in Japan. Another reason is due to the cultural differences between the Japanese and their international friends.



**Hudson Soft developed the Bonk series for partner NEC of Japan.**



**Before we see NEC's Bonk 2 in the U.S., some cosmetic changes are sure to be made.**

## Japanese versus American Tastes, the Differences...

Like Japanese company names, Americans have an easy time detecting a Japanese game. The artwork is very often an immediate give-away. Most Americans are already comfortable with the Japanese cartoonish depictions of game characters - most having the large eyes and angular features like so many of the cartoon characters created in Japanese comics. Also, much of the artwork is left with an Oriental flavor by having Japanese text, known as Konji, as background art. People who can read Japanese see these images as words as opposed to most Americans who see them only as decorative, yet very distinctively Japanese, artwork.

There are some major differences, however, in the acceptance of game art and animations that Americans would find distasteful or irrelevant. For instance, as Hudson Soft of Japan prepares NEC's Bonk 2 for the American market, many of the images will most certainly be changed for the U.S. gamer. Gone will be Bonk blowing kisses to the beasts, as will cosmetic changes in Bonk's appearance to make him more American looking. Obviously, the text will need to be translated as well.

Another difference that Hudson Soft has assessed between American and Japanese players is that American gamers prefer shooters to strategy



# R U A GENESIS GENIUS?

## PART 2

What's your story?

Take the Genesis Aptitude Test (G.A.T.) and find out. Write the answers to questions 8 through 14\* on your completed entry form, and send it in. Score high and you could win 3 Genesis titles from Electronic Arts just for being smart.

\*If you didn't take the first G.A.T. (questions 1-7)—no problem. It's never too late to become a Genius!

### G.A.T. QUESTION #8

**Q: LAKERS VS. CELTICS AND THE NBA PLAYOFFS, IS THE ONLY GAME WITH**

- A. Full-court fastbreak action featuring 10 hot NBA teams.
- B. Real NBA players slamming, jamming, and firing 3-point bombs.
- C. Half-time highlights, refs, and authentic player statistics.
- D. All of the above.
- E. L.A. glamour geeks and Boston leprechauns going 5 on 1.

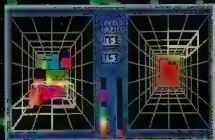


### G.A.T. QUESTION #9



**BLOCKOUT™ IS A BLAST-ACTION PUZZLE GAME WITH A UNIQUE 3-D PERSPECTIVE AND:**

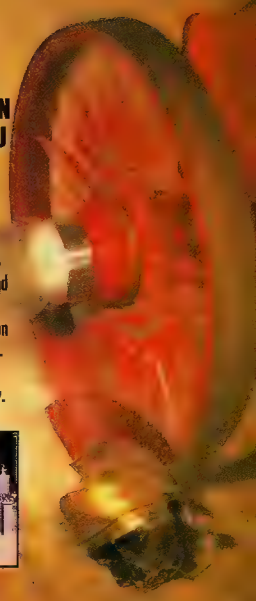
- Nearly 750 combinations of blocks and pit layers.
- 11 challenging skill levels.
- A centerfold from the *Park Farmers Journal*.
- A "rep" for being ad-vent-uring.
- All of the above except for the picture of the pig.



### G.A.T. QUESTION #10

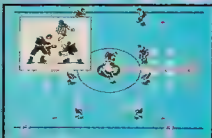
**Q: IN CENTURION THE ONLY THING YOU CAN'T DO IS:**

- A. Shatter your opponents' chariots, and whip their sorry behinds.
- B. Excoriate gastropod lifeforms.
- C. Crush Rome's enemies on land and sea.
- D. Date Cleopatra, ranked #1 on the all-time "bad" chicks list.
- E. Scare the ----- out of the Carthaginian elephant cavalry.



**Q:** **NHL® HOCKEY** GIVES YOU ALL THE FURIOUS ACTION, CRUNCHING SOUND, FLASHING BLADES, AND HARD-HITTING \_\_\_\_ OF THE BEST PLAYERS IN THE WORLD.

- A. Hip checks.
- B. Bounced checks.
- C. Brooding Czechs.
- D. Rice Chex™.



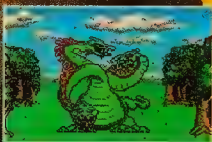
**Q:** **IN PGA TOUR® GOLF**, HOW CAN YOU FINISH IN THE MONEY?

- A. Use the unique 3D contour grid to "read" the greens.
- B. Let our pros help you master special shots—chip, punch, putt from the fringe and more.
- C. Play tough against 60 PGA TOUR pros, on real courses, in real tournaments.
- D. All of the above.
- E. Fluff up those darky tasseled things on your golf shoes.



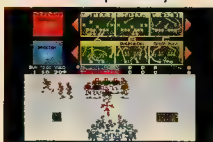
**Q:** **IN MIGHT & MAGIC®** YOU SAVE THE MYSTICAL LAND OF KRON FROM A CENTURY OF EVIL WHILE PLAYING

- A. Six different fantasy roles in a band of heroic adventurers.
- B. Yahtzee™ with nasty boys.
- C. Dodgeball in traffic.
- D. Stairway to Heaven 326 times on the accordion.
- E. Knobby the wonder slug.



**Q:** **THE ONLY THING JOHN MADDEN FOOTBALL™ WON'T GIVE YOU IS:**

- A. Over 100 pro-style plays from John's own playbook.
- B. The speed and power skills of real pro players.
- C. Chronic turf toe and nervous dry heaves just before kickoff.
- D. Dives, spins, tough tackles, audibles, and penalties.
- E. A chance to win the "big show" on Super Sunday.





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#1 E #2 ACE #3 C #4 E #5 A #6 D #7 B

## WATCH FOR G.A.T. QUIZ PART 3

for the answers to G.A.T. Quiz Part 2.

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games than the basic shooter. This may also have something to do with our varying cultures.

It is the job of Hudson Soft of America to relate all these requested changes to Japan so Hudson Soft Japan can prepare the game as perfectly as possible for the tastes of the American

consumer to insure an enjoyable game playing experience. Hudson Soft of America does this by supplying test groups with potential game conversions and gathering market research information based on how well the game is received and how difficult it would be to translate for Stateside tastes. Once all these factors are considered, the game conversion is decided on and the designers in Japan make the recommended changes. On the average, the conversion process take approximately 3 months. This time frame fluctuates depending upon the amount of text to be translated.

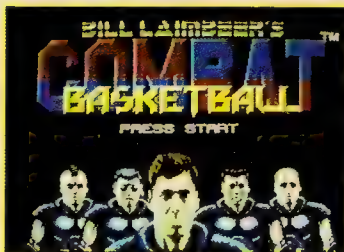
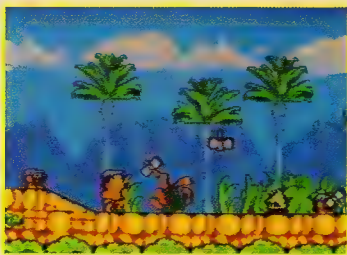
Another interesting barrier Hudson Soft of America must contend with is the fact that some Japanese words and phrases don't have an English equivalent. If a game contains a number of these odd peculiarities, the game may need a completely new scenario. Often times, a game is given a new scenario regardless of the language barrier only to increase its acceptance with the American market. As you might relate to the pictures and brief game explanations you've seen in EGM's International Outlook section, by the time the game is translated for the U.S. market, game screens and scenarios may vary quite a bit. Unless the game is a simple shooter, its most likely to have different game screens and themes than its Japanese original.

As for Hudson Soft of America, they realize they're in a noticeable posi-

tion. Serious gamers know that their company develops games for the PC Engine, yet the American branch only considers supporting Nintendo game development.

Hudson Soft of Japan realizes that to have their American counterparts compete in the same competitive market might confuse American gamers as well as cause some hard feelings

with NEC, who are hard at work pushing their TurboGrafx system.



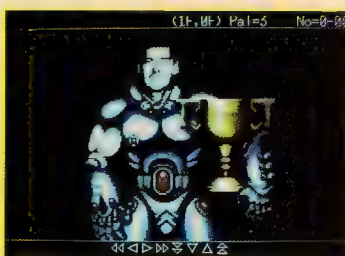
Because of this, Hudson Soft of America only support Nintendo 8-bit and Super NES games at this time.

Hudson of America assures EGM that their top selling titles on the Nintendo 8-bit system has unquestionably been their Adventure Island series. Other highly successful Hudson Soft NES games include Bomberman, Starship Hector and Xexyz. For the NEC Turbo Grafx-16, Hudson Soft of Japan has developed such memorable games as Keith Courage, Victory Run, Legendary Axe, Dungeon Explorer, Alien Crush, Blazing Lazars, Military Madness,

Crater Maze, and of course, the incredible arcade conversion of R-Type.

With Nintendo's introduction of the next generation video game system, the Super NES, Hudson Soft are preparing their wares for it. Two titles which promise to take clear advantage of the fantastic hardware capabilities of the Super NES are Bill Laimbeer's Combat Basketball and Super Adventure Island. Bill Laimbeer's Combat Basketball was co-designed with the help of the Detroit Piston basketball star. Bill Laimbeer is known for his overly aggressive Basketball style and Hudson Soft wanted to capture the game the way Bill dreams that Basketball could be played. Some unique surprises and creative gameplay which are trademarks of Hudson Soft games are promised in this upcoming sport title. As for Super Adventure Island, the only similarities between the old 8-bit NES games and this new Super NES title will be the characters. Everything else is promised to be completely new. If you've seen Super Mario 3 on the NES versus the Super Mario Brothers game on the Super NES, you'll have some idea of what to expect from the improved sound and graphic capacities Hudson Soft's Super Adventure Island game will offer!

There's a lot of speculation as to what Hudson Soft plans to do next.



In the near future, Hudson Soft of America intends to fully support the Super NES as strongly as they supported the 8-bit system. With plenty of great looking titles in the works that we can't talk about just yet, it sure looks like Hudson Soft intends on living up to their promises; they always have in the past!



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# TAKING CONTROL

## ELECTRONIC GAMING MONTHLY'S GUIDE TO THE HOTTEST GAME CONTROLLERS!!!

*FROM ACCLAIM...*

### **Power Player**

System: NES

Features: Wireless remote control up to 30 feet away, automatic shut off to prevent battery drain, lightweight design.

### **Double Player**

System: NES

Features: Similar to the Power Player, except that this features two controllers instead of one, as well as rapid fire options on the A & B buttons and a slow motion feature.



*FROM ACEMORE INTERNATIONAL...*

### **Freedom Stick / Freedom Stick 16**

Systems: NES / Genesis, TurboGrafx-16

Features: Wireless remote control with up to a 50 ft. range, microswitches for automatic rapid fire, large base surface are for stable play.

### **Supersonic - The Joystick**

System: NES

Features: Wireless remote control with an 18 ft. range, unique triangular base design for right or left hand preference.

### **A-Storm Ni-5 Jetfighter / S6 Fighter**

Systems: NES / Genesis

Features: Sleek flight stick design, 6 microswitches for total control, pilot grip, futuristic base design.

### **A-Storm Ni-Pro**

System: NES

Features: Autofire with speed select, microswitches, multiple fire buttons, suction cup base for high stability, LED indicators, unique design.

*FROM BANDAI...*

### **Super Controller**

System: NES

Features: Attaches to the standard Nintendo controller to convert the pad into a small joystick. The most inexpensive joystick controller around!





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*FROM BEESHU...*

### **Gizmo**

Systems: NES, Genesis, TurboGrafx

Features: 8 directional "quiet" control, 3 independent "Dial-A-Speeds" that allow up to 30 autofire shots per second, "Life Saving Slow Motion" to slow down game speeds, Turbo LED indicators, headphones with built-in volume control and Simulated Stereo Sound

### **Ultimate Joystick**

System: NES

Features: Wireless remote control, right or left hand preference base design LED indicators, auto fire and slow motion control switches.

### **Zinger**

Systems: NES, Genesis, TurboGrafx

Features: Microswitches, steel shaft, suction cup base for playing stability, autofire switch, oversized trigger buttons, inexpensive price point.

### **Zoomer**

Systems: NES, Genesis, TurboGrafx

Features: Same features as the Gizmo stick with advanced flight controller allowing left and right movements as well as up and down tilting.

**Ultimate Joystick**



**Zingers**



*FROM BONDWELL - THE QUICKSHOT LIVE*

### **Maverick**

Systems: NES, Genesis, TurboGrafx-16

Features: 8-directional, arcade-type base, 2-player select switch, comfortable ergonomic design.

### **Intruder 2 / 3**

Systems: NES / Genesis

Features: One hand, aircraft-type control, dual fire buttons, two-speed turbo fire high tech contours, easy to grip handle, suction cup base.

### **SuperCon**

System: Super NES

Features: Kidney-shaped thumb control pad, matte-finished black with red, yellow, blue and green control buttons, four fire buttons, two-speed firing capability two-directional control, slow motion selector.

(Exclusive Preliminary Shown - Available in late Fall of 1991!)

**Maverick**



**SuperCon**



*FROM ADVANCED GRAVIS...*

### **Gravis NES Joystick**

System: NES

Features: Full-sized padded handle, adjustable handle tension, multiple switch points, microswitch buttons, turbo fire on any button, slow motion on any button see thru high tech design, button indicator LED's

**Gravis NES Joystick**



*FROM HAPP CONTROLS...*

### **Competition Pro Joypad**

Systems: NES, Genesis

Features: Multi-functional turbo fire, slow motion selector, 8 way Superswitch, LED button indicators, 1 year unprecedented unconditional warranty, only Nintendo joy pad with Automatic Fire! The Genesis version features "the only Genesis control pad with slow motion".





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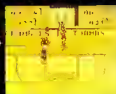
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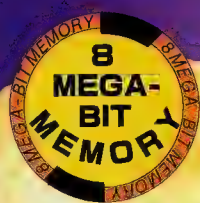


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Soldiers: "Victory to Caesar!"

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FOR PLAY ON THE SEGA GENESIS SYSTEM.

Soldier: "Caesar, you made it  
through unharmed!"

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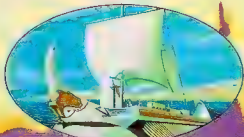


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SEE PAGE 47-76 ON READER SERVICE CARD

# LJN BRINGS THE TERMINATOR TO THE NINTENDO

By Mike Riley

Where do video games come from? More importantly, where do creative ideas for video games come from? Some of them come from the movies. And one of the biggest video-game companies has taken the idea of using movies as a basis for their games and have released a number of popular NES game titles based on blockbuster movie pictures. *Blade Runner*, *Star Wars*, *Excelsior Adventure*, *Back to the Future* and *Total Recall* are just some of the games that Acclaim/LJN have converted into Nintendo game titles. These movie counterparts, Acclaim/LJN are now busy at work with another movie to game conversion with possibly one of the most explosive action picture pictures in movie history: *Terminator 2*.

## I'll Be Back...

*Terminator 2* continues the story of a doomsday future where machines rule the earth and hunt down any human who gets in their way. As explained in the first *Terminator* movie, a cybernetic named John Connor has the power to defeat the evil at machines and set the shattered, brutally massacred human race free. However, the machines are aware of this possibility and have developed a time machine to send a robot, known as a Terminator, back in time to eliminate John's mother, Sarah Connor, before she can ever give birth to the savior. The first movie was an action-packed, gun-blazing, action-movie-style picture with Arnold Schwarzenegger playing the part of the ruthless, super-intelligent robot relentlessly tracking Sarah Connor.

The movie ends with the Terminator killing the baby and Sarah Connor being victorious.

Several years have passed since then and the Terminator has become a pop movie favorite, especially popular among the kids at J.A.M.N.S. Damocron, the president of the first school, recognized this winning concept as his brother being into *Terminator*, the company producing the *Terminator* movie, and are bringing another *Terminator* back as a video game. (Of the many times you'll shoot the non-stop action and also are very little special effects. In fact, the film is reportedly going to look at the more expensive movie eye movie, with total costs exceeding the \$110 million mark.

As for the actual story, we don't want to spoil it for you. What we can say is that *Terminator 2* continues the story from John Connor. In the movie, John is a young boy who is self-proclaimed as the savior of the world. The movie, *Terminator 2*, says that the

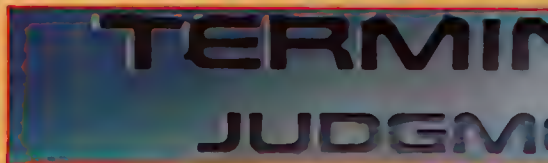
kids in the film are there to protect the other is there to destroy. As with the first, heart-pounding high-tension action movie, the powers that would *Terminator 2*

along with the idea of playing was time travel... these driving spirit to survive and finally a whole lot even the machines didn't be helped.



## Terminator 2: The Video Game

According to Paul Bernick, Vice President of Creative Product Development and Licensing at Acclaim/LJN, they have two major reasons that must be met before we accept a movie license for game development.



version, movie using the primary premises offered by the story and the movie's plot and quality of the story. The first *Terminator* movie is



such a classic, we knew the license value was there. And after reading the script, our design team was overflowing with ideas for a videogame." Having met those two important needs, Acclaim/LJN acquired the rights from Carolco to produce a videogame based on Terminator 2 and went straight to work. "The first item we had to consider of the movie to videogame treatment was which scenes should be in the game and which scenes had to be dropped. We decided that a Nintendo gamer would find more play value in the action and driving sequences in the movie as opposed to the scenes containing heavy dialog, so we began designing a large portion of the game around those two aspects." Paul continued to point out that it was important for Acclaim/LJN to be careful not to upset the flow of the picture. "We want the player to enjoy the game as much as they enjoyed the movie, as if they were the movie characters themselves. It was important to prevent fragmentation of the storyline so that the game follows the movie as closely as possible. Because of this, the ending in the videogame is the same as the ending of the movie (if you can get there), and we think game players will be completely satisfied with the way we've integrated that aspect into our Terminator 2 game."

Acclaim/LJN is quick to point out



1992 Classic: Acclaim/LJN

## TERMINATOR 2 JUDGMENT DAY

that there will be a few surprises in the game as well. In fact, the GameBoy version of the Terminator 2 will be based on one portion of the



**Converting an action packed movie like the Terminator 2 into a successful videogame title is no easy task - just ask the people at Acclaim/LJN!**



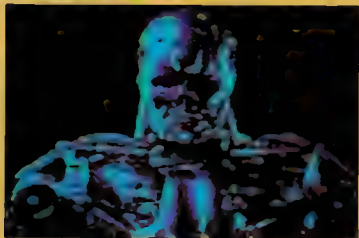
movie that goes on a tangent from that idea. Paul explained that it was important not to simply repeat what already exists on the NES version. "We feel that GameBoy owners are also NES owners and rather than give them the exact same game that they own for their NES, we are creating a whole new Terminator 2 game for GameBoy players."



## Movie Treatment Considerations

After determining which scenes would be ideal for entertaining game play, Acclaim/LJN then had to decide which portions of their ideas could be successfully translated into the 8-bit

NES brain. Paul explains, "With all of our game ideas we start off big and then shrink it down."



This gives us a healthy approach to keeping the game as full as possible while giving our programming staff a real challenge to include all of our ideas. Of course, we have a limited number of sprites and colors on the NES so we have to make decisions regarding styles of action and color palettes to work with. To this end, Acclaim/LJN assures EGM that they will maximize the potential of the 8 bit system, which they feel still has quite a lot to offer players. Also, the NES 8 bit hardware is effective at horizontal scrolling and first person perspectives and luckily, those are the requirements we intended the

Terminator 2 game to encompass."

Another difficult decision for any NES game producer to make is, who

they intend their target audience to be. If the game is designed with younger players in mind, it would be a cake walk for more experienced joystick jockeys. And if the game were made for the seasoned gamer, the younger crowd would not enjoy the frustration associated with intense high level game play. One solution to this problem is to include a number of subtitles, which may not be noticed by less experienced players, but will be appreciated by advanced gamers.

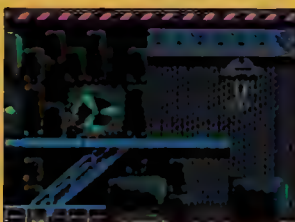
Parallax scrolling effects, additional bits of animation, layered backgrounds and the like are all design tricks incorporated especially for the older NES

players. Still, as 16 bit videogame systems like the Genesis and Super NES gain popularity and acceptance among both videogame companies and videogame players alike, simple graphics and gameplay will not be sought after. Realizing this, Acclaim/LJN intend to support the new Super NES as strongly as they have the Nintendo 8-

bit system, and though it is too early to confirm, Paul says they are considering the Terminator 2 game as one of Acclaim/LJN's early Super NES releases.

## A Window In Time...

With the release of the Terminator 2 in mid-July, Acclaim/LJN hope to capture the fans attention with their game release following shortly after the movie. Acclaim/LJN feel that unlike other movie licenses, the Terminator will, unlike other movie teams, remain fresh in people's minds long after they've seen the movie. Depending on the success of the film and the videogame, Acclaim/LJN may even bring the game to the home computer gaming market! If this were done, Paul assures EGM that the game ideas that were not possible



with the 8-bit system would be fully realized on the home computer.

Speaking of computer versions, Bethesda Software have already converted the original Terminator movie into a computer game. Read our sister publication, Computer Game Review, for a look at the exclusive photo's we've obtained from that game!

The design team at Acclaim/LJN

responsible for the Terminator 2 video game are working round the clock to finish the game in time for an early August release. From what we've seen so far, it looks like Acclaim/LJN may have a winner on their hands!

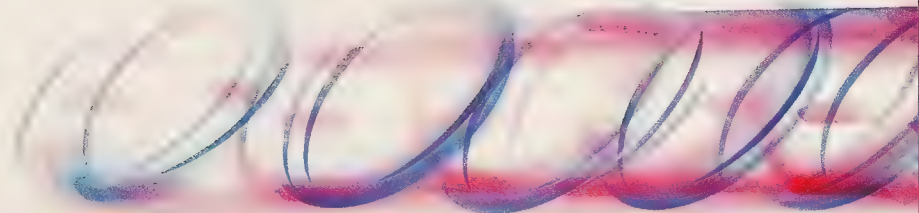


responsible for the Terminator 2 video game are working round the clock to finish the game in time for an early

August release. From what we've seen so far, it looks like Acclaim/LJN may have a winner on their hands!



**GET  
READY  
FOR THE  
SONIC  
BOOM.**





## IT'S STARTED. SONIC THE HEDGEHOG

Think fast. C'mon faster. What happens when a not-so-common hedgehog reaches supersonic speeds? A Sonic boom, of course. And you'd better get ready for it. Because here comes Sonic The Hedgehog! He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

Watch him smirk in the face of danger as he blazes his way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buddies.

Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. Lots of speed. And he's not





**IS OUT. AND NO ONE CAN STOP HIM.**

afraid to use it. Just try to keep up as he gives the bad guys the run-around with his infamous ultra-sonic spin attack. There's never been anything like it.

So don't blink or you just might miss Sonic The Hedgehog. He's fresh, he's on Genesis, and he's here. Well uh, at least he *was* here.

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**SEGA**  
**GENESIS**

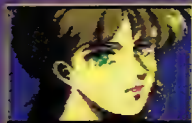


## FACT-FILE

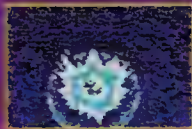
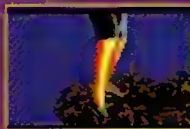
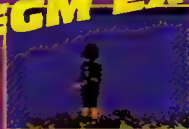
Manufacturer: Techmo  
Machine: NES  
Cartridge Size: 2 Meg  
Special Chip: MMC3  
Number of Levels: 7  
Theme: Action  
Difficulty: Hard  
Number of Players: 1  
Available: July

## THE THIRD TIME'S A CHARM!!

Finally, the third chapter of the Ninja Gaiden saga is here! Undoubtedly one of the most popular series to appear on the NES, Ninja Gaiden just gets better every time! In this story, Irene is apparently killed by a ninja going by the name Ryu! The real Ryu must set out to find this renegade ninja and discover his plan. Along the way, he must search laboratories, castles and passageways! Ryu has some new tricks up his sleeve, however. Now Ryu can grab some platforms from below and he can also gain a longer sword. He has a new magic which shoots waves of force vertically, up and down. He'll need all the power he can muster for this journey!!



**EGM EXCLUSIVE!!**



At last! Ryu has reached the lab that Irene was investigating! Once there, he is attacked by a new group of enemies and finds a new array of powerups.



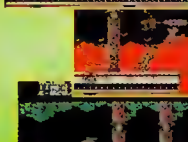
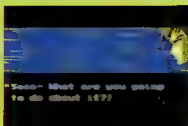
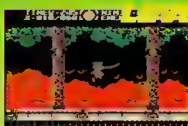
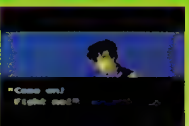
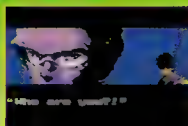
After checking out the strange lab, Ryu meets a shady character who needs him to go to the Castle Rock. The reason why eludes Ryu, and the man won't explain. All will be clear in Level Two!!



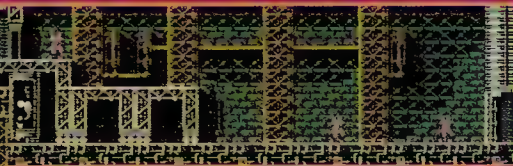




Guess what? Forrester makes his usual grand entrance! He has a dangerous mission for Ryu that involves the mysterious Castle Rock, known for its various traps and pitfalls. On to Level Three!!



The mystery deepens with the appearance of a ninja dressed like Ryu! Can you help Ryu discover the truth?? On to Level Four!!



## SUPER ITEMS AND POWERUPS!!



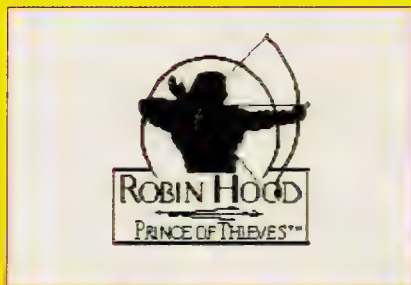
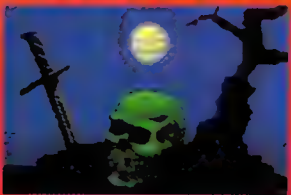
## FACT-FILE

**Manufacturer:** Arcadia  
**Machine:** NES  
**Cartridge Size:** 2 Meg  
**Special Chip:** MMC3  
**Number of Levels:** NA  
**Theme:** Action/Adventure  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** July



## With AN ARROW...

History was made. Based on the movie starring Kevin Costner as Robin Hood, *Robin Hood: Prince of Thieves* is a very interactive adventure game for the Nintendo Entertainment System. The outlying story is the same: you are trapped in a Turkish prison, but you escape, only to find out that the evil Sheriff has taken control of the countryside during the King's absence in the Crusades. Your true love, Marian, is only too happy to see you, but the Sheriff is not. His men are ordered to kill you on sight. The game itself begins in the Turkish prison, but it moves to the forest after a series of close-up and distant view fights. Gain experience by laying waste to the land and stealing from the rich. The final battle will decide your fate!



## escape the prison!



Get the sword and free yourself.



Free your friends and they'll give you info.



Fight major battles one on one here!



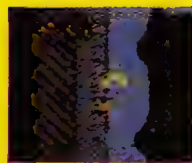
Almost free, but you need a torch.



Find the torch by the guard's still body.



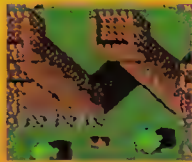
Here's the hidden passage. Good Luck!



The guards here explode after 3 hits.



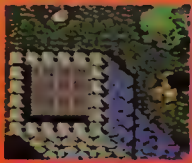
Find potions and food down here.



Escape, and visit your old stomping grounds.



Horse chase! Jump over obstacles.



Visit Marian, and fight Little John for honor.



This sub-menu is for using items, caring for your wounds, and changing the lead character.



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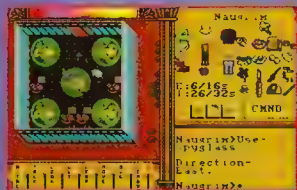
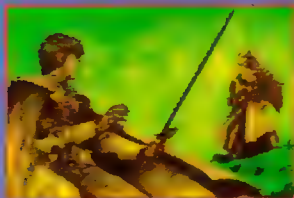
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# NUMBER 2 !!

## ELECTRONIC GAMING MONTHLY

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Rules: All entries must be postmarked by June 30, 1991 to be eligible for the second drawing. All entries received after June 30, 1991 will automatically be registered for the third drawing. All previously accepted entries are eliminated after each drawing is completed. The decision of the judges in the selection of the winners is final. Neither EGM nor the judges will be liable for lost or misdirected mail. No purchase is necessary to enter. Multiple entries are allowed, but only if sent under separate postage to: EGM Great Game Give-Away, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. The specific titles of the Nintendo game paks contained in the Nintendo game packages is up to the judges. Employees and families of Sendai Publications, Inc. are not eligible to enter. Deadline for second drawing is June 30, 1991. Deadline for third drawing is September 30, 1991. Grand Prize Winner is selected at random from the previous 15 winners on October 15, 1991. The title of the arcade game awarded is up to the judges. Void where prohibited. \* \$10,000 value based on MSRP of all products awarded.

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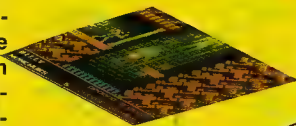
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## FACT-FILE

Manufacturer: Koei  
Machine: Nintendo  
Cartridge Size: 4 Meg  
Special Chip: MMC 5  
Number of Levels: 6  
Theme: Simulation  
Difficulty: Hard  
Number of Players: 1 - 12  
Available: Aug, 1991



## Ancient Chinese Secret, Huh?

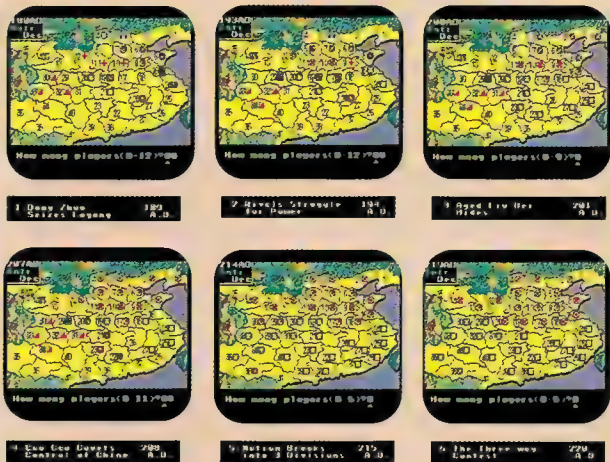
Not anymore, with the release of Koei's new NES title, Romance of the Three Kingdoms 2. Travel back to a simpler time, when the battle for power was fought on hallowed ground, not in the board room.

You can play against the computer or with up to twelve of your friends to see who can unite the fiefdoms of 3rd century China. There are six scenarios to choose from. All six are from the same period, but all are different.

The game has been enhanced with a new Mac style, menu driven play format that makes it very easy to get started. As in the first game, your goal is to unite China under one leader. You build up your kingdom by planting crops to raise money, and recruiting new warriors to battle on your side. You can spy on other kings and make treaties or declare war.

The times may have been simpler, or were they? Find out as you battle for control of 3rd century China.

## THE 6 CHOICES OF BATTLE:



## YOU COULD CHOOSE TO BE ONE OF THESE FIVE LEADERS



Int. Affs. Dipl. Spy **Move**  
Person Trade Int. Affs. **Trade**



Your options are split into these eight categories.

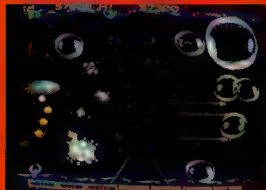
Menu driven commands, similar to those used on the Macintosh computer, make the game very easy to start and play.

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## FACT-FILE

Manufacturer:Nexoft  
Machine:Nintendo  
Cartridge Size: 2 Meg  
Special Chip: MMC 3  
Number of Levels:N/A  
Theme:RPG  
Difficulty:Average  
Number of Players:1  
Available:July, 1991



Something ominous  
is in the air.  
The prophecies  
must have become a reality.

## Beware, the Prophecy!

The Kingdom is under a terrible curse and it is up to you to save the people and the Princess. The Evil Wizard Zill kidnapped the princess and you are the only warrior brave enough to save her.

To add insult to injury, A spell was cast upon you that has transformed you into a woman.

Start the quest by visiting the king and getting his blessing. He will give you a pass to get to other parts of the land.

You can defend yourself by conventional means by sword or by powerful magic that has to be refilled. It is up to you to save the princess and the land of Faria.

## CHECK OUT THESE AWESOME GAME SCREENS!!



Visit the King to get instructions.



Arm yourself as soon as possible.



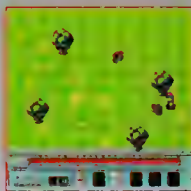
The magic ball is necessary to win.



The pass is necessary to get past the guard.



The screen switches perspective to fight.



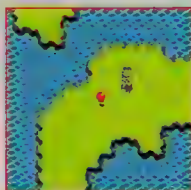
Magic is very useful during battle.



These towers hold an important secret.



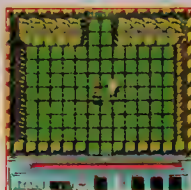
Battery power lets you see in the cave.



In this tower you meet your first real challenge.



What is with this statue?



Move it to get by!

## FACT-FILE

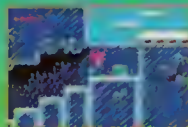
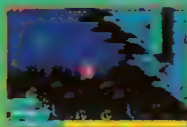
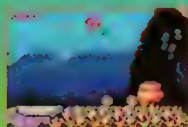
Manufacturer: Capcom  
Machine: NES  
Cartridge Size: 2 Meg  
Special Chip: MMC3  
Number of Levels: 6  
Theme: Action  
Difficulty: Moderate  
Number of Players: 1  
Available: July



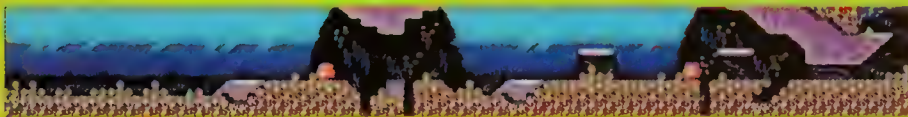
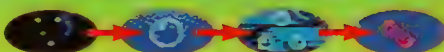
## UNDER THE SEA...

Now you can take on the evil Ursula right in your own home! Help Ariel defeat Ursula and her vile vermin followers. Ursula has placed a spell on the sea creatures and only Ariel can save them. Perhaps if she ends Ursula's threat forever, she may yet find happiness with her true love Prince Eric.

Ariel has a bubble power that can encase enemies in bubbles or push heavy objects from their perch. Her other weapon is the sea shell, which will wipe out most enemies and unlock chests. Ariel will have to traverse six rough areas and beat six bosses to destroy Ursula's reign of terror. Show her the way!



The Red Ball increases your bubble powers.



Dig for hidden treasures and shells to help your quest!





## FACT-FILE

Manufacturer: Sega  
Machine: Genesis  
Cartridge Size: 4 Meg  
Number of Levels: 20  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: August

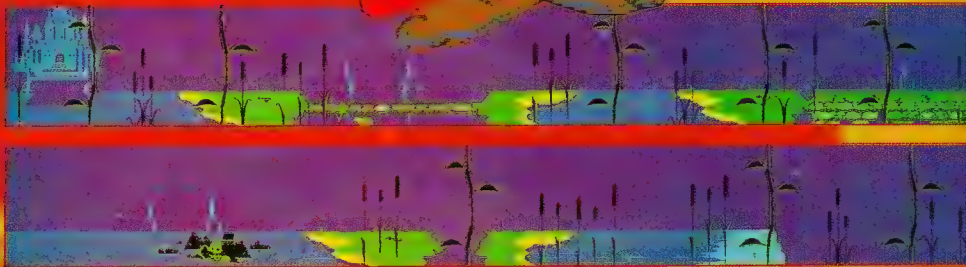
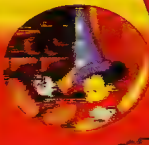
## YEP, HE'S BAAACK!!

The masterminds at Sega and Infogames have brought the magic of classical music and Disney animation to life on the Genesis. Mickey's back in an all new adventure based on the classic Disney film *Fantasia*. This time Mickey must find out who has captured the Apprentice Sorcerer's music. He must recover the lost notes so the music can play once again. The game play is similar to Castle of Illusion in that Mickey must jump on most of his enemies to defeat them. Mickey also has magic and few other tricks up his sleeve. Spectacular animation and phenomenal musical score make *Fantasia* a fantastic sequel to Castle of Illusion.

# Fantasia

*Fantasia has cute cinemas and wonderful graphics. Fantasia utilizes the color capabilities of the Genesis to the max and never looks back! The animations are highly detailed and smooth.*

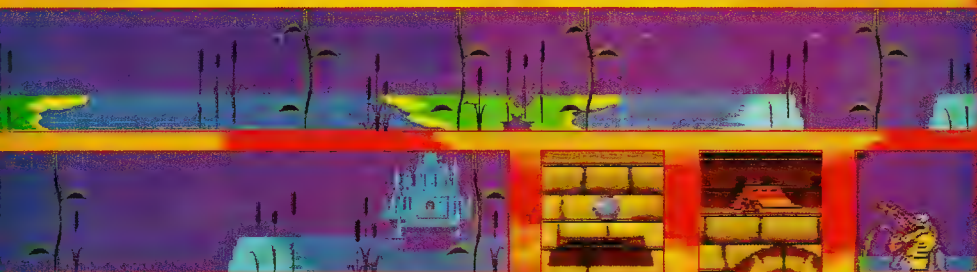
*Flying books will give you magical powers! You may use your stored up energy in tiny or huge blasts of magical force. Use it wisely or suffer!!*







**20 AWESOME LEVELS!!**

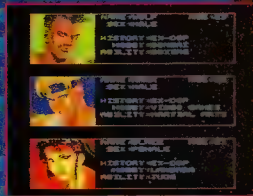


**Manufacturer:** Sega  
**Machine:** Genesis  
**Cartridge Size:** 4 Meg  
**Number of Levels:** 8  
**Theme:** Action  
**Difficulty:** Average  
**Number of Players:** 2 sim.  
**Available:** July



A new crime boss has taken over the city! Even the police force is corrupt. Save the city from this criminal scum before it's too late! Choose from three different heroes, each with their own specialized moves and abilities! Pick Wolf for power, Blaze for speed, and Hawk for all-around skill. Learn the numerous techniques of each hero, and use the one suited for you! Next, blast through 6 levels of non-stop fighting action as you race to reach the crime boss and end his reign of terror. It may be rough, so bring a friend along for 2-player simultaneous play! Just don't hit each other if you plan to win. Superb 16-bit graphics combined with the musical mastery of Yuzo Koshiro and Team Shinobi make Streets of Rage a raging hit!

## THE BEST OF BOTH WORLDS



## A 3x4 grid of 12 circular images. The first 11 circles show various Taekwondo techniques: front kicks, side kicks, roundhouse kicks, and sparring sequences. The final circle in the bottom right corner is a close-up portrait of a female athlete wearing a red headband and a red Taekwondo uniform.





## ITEMS

## WEAPONS



## FACT-FILE

Manufacturer: Tengen  
Machine: Genesis  
Cartridge Size: 2 Meg  
Number of Levels: N / A  
Theme: Maze  
Difficulty: Easy  
Number of Players: 1 or 2  
Available: July 1991

## THE ARCADE CLASSIC!

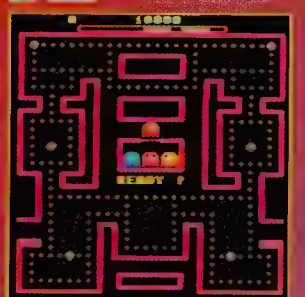
Ms. Pac-Man was the sequel to one of the most popular games ever: Pac-Man. It has been brought out on almost every system ever made, from the Atari 2600 to most personal computers, and now the Sega Genesis. This latest version may be the best yet for it is loaded with features that weren't even found in the original coin-op. There is a wide variety of mazes including the arcade version, a mini version, a giant version, and the aptly named strange maze, which is truly bizarre. Another unique feature is the two player cooperative mode in which the second player takes the role of Pac-Man. The graphics are identical to its arcade namesake as are the music and sound effects. Add cinema displays and a turbo booster and an old game is filled with new life. Fans as well as newcomers will enjoy this addictive maze game.



## INTERMISSIONS!

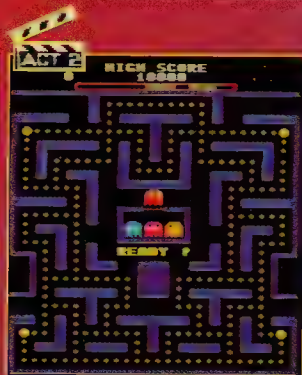
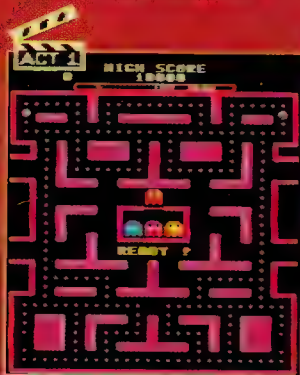


## BIZARRE MAZES!



Eat the power pellets to become invincible and eat the ghosts!

## FRUIT THAT WALKS







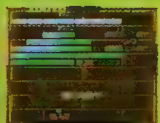
## FACT-FILE

**Manufacturer:** Sega  
**Machine:** Game Gear  
**Cartridge Size:** 1 Meg  
**Number of Levels:** NA  
**Theme:** Puzzle  
**Difficulty:** Easy  
**Number of Players:** 1  
**Available:** August

### BREAK THE BLOCKS WITH WOODY POP!

Woody Pop is a variation on the classic game Breakout. Woody slides from left to right along the bottom of the screen preventing a ball from falling into a hole, while at the same time knocking bricks out of a formation at the top of the screen. Different blocks have different functions, some for example hold power-ups, while others cannot be destroyed. A fun game for all!

*These pests will block your shots!*



**Cannonball** - Destroys blocks with one shot.



**Fireball** - Burns blocks with one shot.



**Size** - Watch Woody grow.



### The Blocks

**White** - Takes one hit to destroy.

**Green** - Takes multiple hits to destroy.

**Orange** - Holds power-ups.

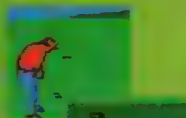
**Yellow** - Explodes if missed for 1000 points.

## FACT-FILE

**Manufacturer:** Sega  
**Machine:** Game Gear  
**Cartridge Size:** 2 Meg  
**Number of Levels:** NA  
**Theme:** Sports  
**Difficulty:** Average  
**Number of Players:** 1 to 4  
**Available:** August

### FORE!

World Class Leader Board is the first golf game for the Sega Game Gear. It features four different courses to choose from, each with its own unique challenges. The game is easy to learn but hard to master, with a variety of power-ups and obstacles to overcome. The game is a great introduction to the world of golf for those who are new to the sport.



Use the power-ups to your advantage and watch your score rise!



### FOUR COURSES TO CHOOSE FROM!





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**The VTR News Train**  
*Catch It.*

## FACT-FILE

Manufacturer: Sega  
Machine: Master System  
Cartridge Size: 2 Meg  
Number of Levels: 6  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: August 1991

## SPIDER-MAN THE TERROR ISTEN!

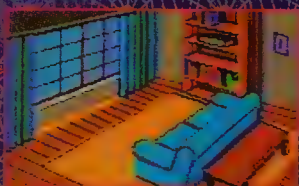
Wilson Fisk, the notorious Kingpin of crime has just broadcast to the world that Spider-Man has planted a bomb in New York which will detonate in twenty-four hours. The explosion would dump tons of radioactive waste on the city and make it uninhabitable. Now the whole of New York is after Spidey as he tries to clear his name and stop the mad schemes of the evil Kingpin. In order to find the bomb Spider-Man must collect the five keys which are being held by some of his most famous adversaries including Doctor Octopus and The Lizard. As Spider-Man uncovers the mystery he is aided by Doctor Strange The Sorcerer Supreme who gives him an amulet which has the power to return him home so that he may recover his strength but remember though that the clock is always ticking. Find the bomb and save the city from destruction!



*Framed!*



*Peter Parker: The Spectacular Spider-Man!*

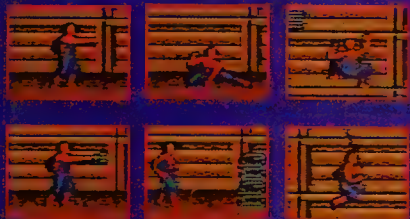


*Dr. Strange gives you an amulet which allows to transport home.*

*Cinema displays help you through the mystery.*



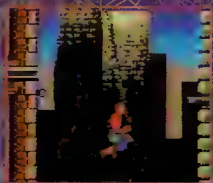
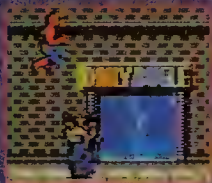
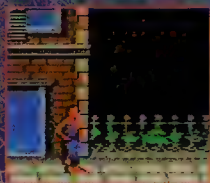
## Amazing Moves!



## Classic Adversaries!

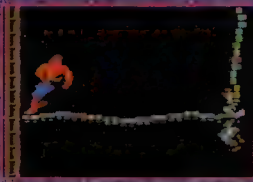
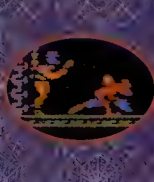
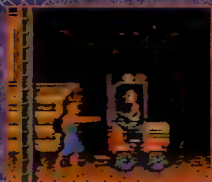
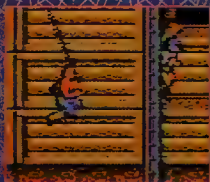






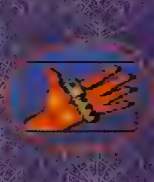
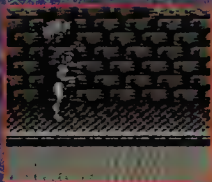
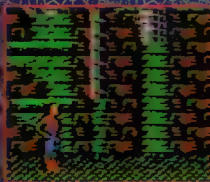
## Level 1: The Daily Bugle

Start your quest at the Daily Bugle building to find out how the city is reacting to the Kingpin's broadcast. Avoid the police and their bullets by using your web line and climbing abilities. Scale the building and climb through the open window to advance to the next level.



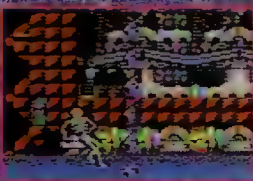
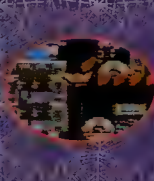
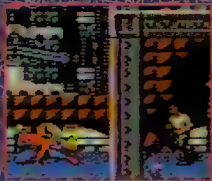
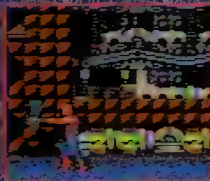
## Level 2: The Warehouse

Look for clues in a dark warehouse patrolled by knife-wielding thugs and killer dogs. After defeating all of the guards a deadly forklift tries to run you down. Defeat the first boss, Doctor Octopus by tangling him in your webs and repeatedly punching him.



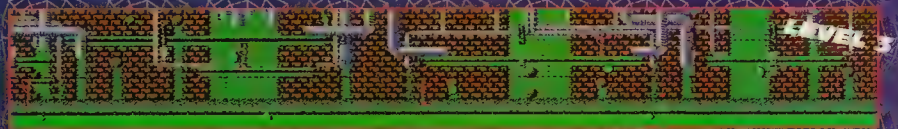
## Level 3: The Sewers

Doctor Strange gives you some information that will help you to clear your name. Head to the sewers to confront the Lizard and further solve the mystery. Beware of the Lizard's scaly henchmen and scampering rats. Deadly pits drop you into wells filled with spikes and alligators. Get the key from the Lizard and run!



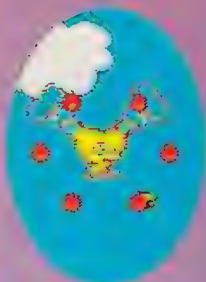
## Level 4: The Power Station

Electro is hiding out at the power station. Huge bolts of lightning shoot from every direction. Try to find the switches to shut the power off while avoiding the thugs and electrical bats. What secrets does Electro hide?



## FACT-FILE

Manufacturer: NEC  
Machine: TurboGrafx 16  
Cartridge Size: 4 Meg  
Number of Levels: NA  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: July

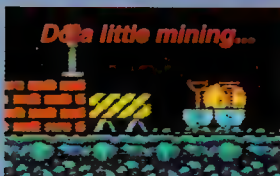
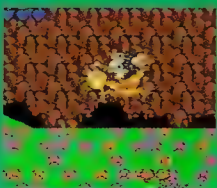
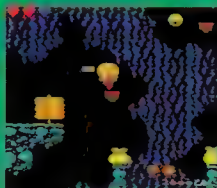
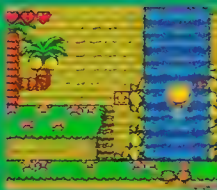


## WHAT ARE YOU LOOKIN' AT, BUTTHEAD???

That's right, I said 'butthead.' That is exactly what everybody's favorite caveman turns into, a 'butt' head! The programmers at NEC certainly aren't 'buttheads,' however, as Bonk's Revenge pumps out sharper graphics, cleaner sound, and more powerups than its predecessor. Bonk never looked this good!!

In this second installment for the Bonk series, Bonk can swim up waterfalls, breathe fire, float from a flower parachute, and more! Just when you thought it was safe to leave the stoneage, Bonk comes right back to get his revenge!! Follow twisting and turning levels in this multi-scrolling, 4 Meg Turbografx-16 extravaganza! Items are everywhere, so hit all of the flowers to find them.

## HERE ARE A FEW AREAS OF LEVEL ONE!!





## FACT-FILE

**Manufacturer:** NEC  
**Machine:** Turbografx 16  
**Cartridge Size:** 4 Meg  
**Number of Levels:** NA  
**Theme:** Sports  
**Difficulty:** Average  
**Number of Players:** 5 sim.  
**Available:** July

## FACE OFF!!

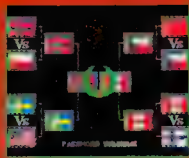
The Turbografx-16 line of sports games is widing once more. This time the word is Hockey. TV Sports Hockey to be exact. Fairly soon, the TV Sports series should be incredibly large, especially with the emergence of Tennis in the future and hockey presently. TV Sports Hockey features incredible graphics and remarkable game depth, complete with three different game types and easy or full rule modes. Hockey also features the option of 5-player simultaneous play, typical for the TV Sports game genre. With this option, TV Sports Hockey invites the whole family to join in the fun! Also, take a quick look at the large, crisp, animated closeup sequences. These cinemas are animated with expert precision to create a more realistic affect. So, if you're in the mood to win the Stanley Cup, sitting down to a game of TV Sports Hockey should fit the bill!



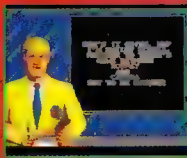
**SLAP SHOT!!**



*Select your teams and preare yourself for a hockey simulation like you've never played before! Choose from 8 teams/*



*Ugh! After winning the last two matches in the playoffs, you are ready to face the best team yet for the World CHampionship!*



*Hey! It's Smiley giving the commetary and watching the calls. He'll congratulate you when you win.*



*Face off!! Time to get tp the nitty gritty. Start swinging the instant the puck touches the ice floor. Be fast!!*



*The action is underway! Now for some furious bone crunching, checking, elbowing, and true-to-life gameplay.*



*One-on-one! You've maanaged to slip through the opposing team's defense, and now you're are all alone with the goalie.*



*After a slick move to the right, you've caught him off balance! Go for the shot before he regains his wits.*



*Fight! Fight! The rest of the team won't break up this dueling duo. Neither will the refs, so punch it out, or sit it out!*



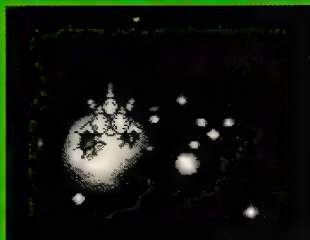
*Nice block. Try some weaving and ducking patterns until you learn his standard attacks. Then you'll return to the ice.*

## FACT-FILE

Manufacturer: Imagesoft  
Machine: GameBoy  
Cartridge Size: 512k  
Number of Levels: NA  
Theme: Maze Chase  
Difficulty: Average  
Number of Players: 1  
Available: July

## IS THIS SPACE TAKEN?

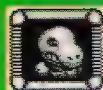
Apparently so. Far into the future, Humphrey, a brave astronaut, witnessed a humongous spaceships capture an Earthling. He immediately set out to rescue the captive and save the Earth. To achieve his goal, he must first explore the alien ship, through every nook and cranny, until he finds the items necessary for his quest. To do this this guide, Humphrey in a 3D perspective, picking up and place objects, and avoiding deadly killer robots guarding the ship. Certain rooms will require some brainwork to solve, making *Altered Space* a brainteaser as well as an exciting action game for the Gameboy. Don't be too wary, however. Some of the droids are harmless and will actually help you complete your mission. The alien Zaks are always evil, of course. Unfortunately for them, they hadn't counted on your superior intellect and abilities. Good Luck!!



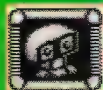
**HUMPHREY**  
He's the bravest astronaut in the outer space.



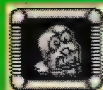
**ZAKS**  
These are the extremely ugly alien captors.



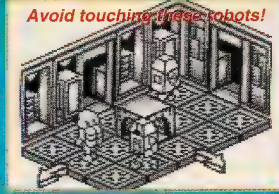
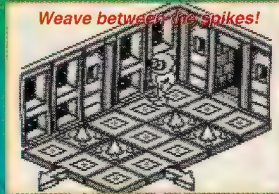
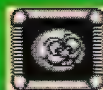
**DROID TYPE 1**  
This is the ship's maintenance droid.



**DROID TYPE 5**  
This is the ship's fast security droid dog.



**GARFFS**  
This alien likes to land on your head and fall asleep!





## FACT-FILE

Manufacturer: Jaleco  
Machine: Gameboy  
Cartridge Size: 512k  
Number of Levels: NA  
Theme: Maze Chase  
Difficulty: Average  
Number of Players: 1  
Available: July

### TAKE A STAND

Alien forces have created several fortified installations on Earth. You and your partner have been chosen to infiltrate the fortresses and to destroy the alien armada from within. Each level is basically a maze of traps, enemy, and items. Find the key on each level so you can take on the boss at the base of the level. Fortified Zone also features multiple weapons, power ups, and a pause word option to save your game.



Use this submenu to change between heroes, view the overhead map, and see which items you have collected. If a hero is killed, you must change over to the other hero here.



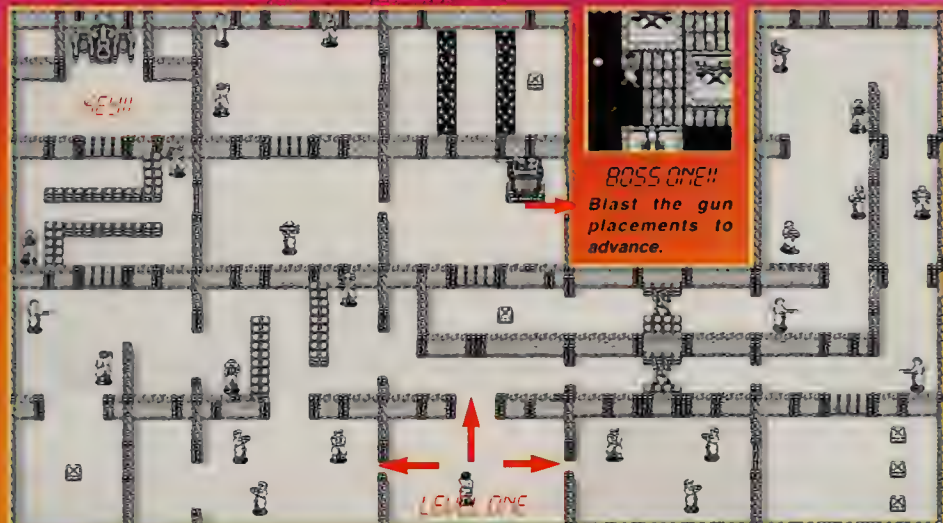
3 Way Shots are powerful against smaller weak enemies.



Grenades will wipe out the roughest end bosses in town!



The Speed Up Item makes you run faster. Avoid them bullets!



U.S. NATIONAL VIDEO GAME TEAM'S

**SUPER  
STRATEGIES  
FOR  
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# SUPER PLAY BATMAN™



## START WITH BURN BY THE PALE MOONLIGHT

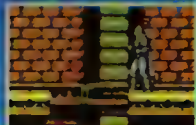
Welcome to the conclusion of the exciting Batman for the Sega Genesis. We're back with more traps and more life straight from the U.S. National Video Game Team. You'll be at the top of Gotham Cathedral fighting the Joker in time. In the last issue of EGM we took you through the first four levels of the game and helped you remove Yiki Wile. The Joker is gearing up for a

big festival in Gotham City. Batman's up to no good, and is going to poison the citizens. Get in your blowing and spare the lives of millions of innocent people. Then fight your way through Gotham Cathedral in the climactic battle with the maniacal Joker. With EGM and the U.S. National Video Game Team you'll bring peace back to the streets of Gotham City.

## FACT-FILE

Manufacturer: Sunsoft  
Machine: Genesis  
Cartridge Size: 4 Meg  
Number of Levels: 7  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: Now

## SPECIAL TRICKS!



You can clear out your lives for \$1 at this point in the game.



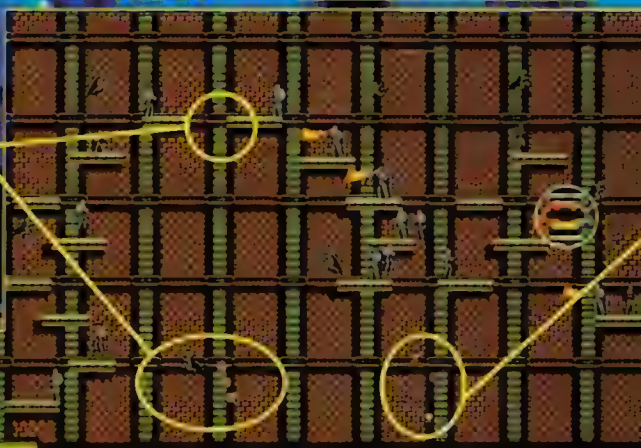
Walk off to the left and fall in a straight path to get all three 1-UPS!



Make sure you get at least two 1-UPS on the way down.

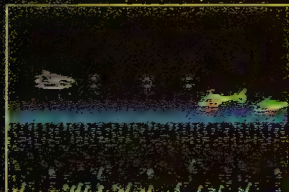


## LEVEL 5: GOTHAM CITY STREET

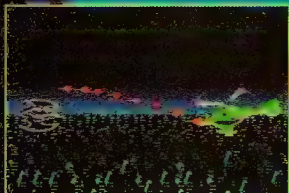




## LEVEL 6: IN THE SKY OVER GOTHAM CITY



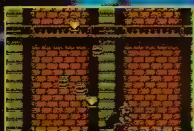
Take to the sky in the ultimate jet plane. Equipped with the most advanced machine gun and heat seeking missile technology money can buy, this is Batman's most powerful weapon against. Take on an armada of the Joker's minions in a fierce fire fight in the night sky over Gotham City.



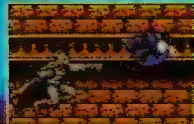
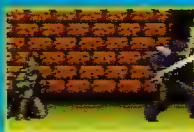
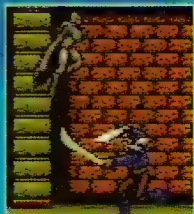
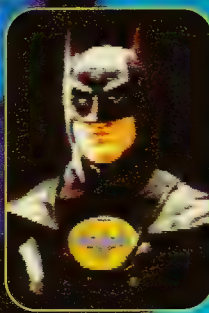
The patterns of the enemy jets are easy to figure out. The best strategy is to keep moving up and down on the screen. The boss isn't that tough. If you have 5 or 6 missiles you can blast him out of the sky rather easily. Nail him with constant machine guns and heat seeking missiles.



## BATMAN™

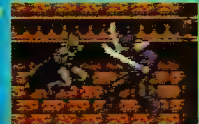


There are a number of power ups here, but they don't do you any good. If you jump down to get them you will die and lose them anyway. Forget about them.

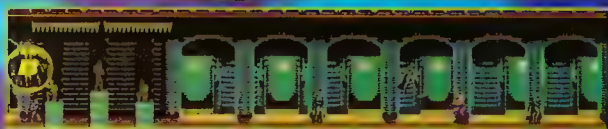
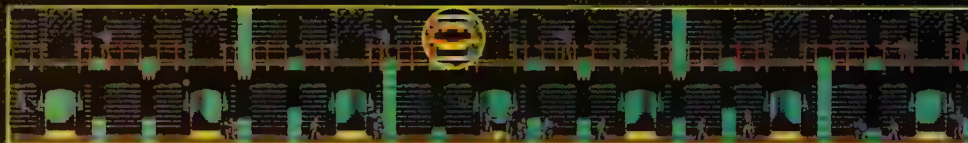


### BOSS 5!!!

You'll meet that annoying bummer in a dark alley. He's not the nicest person to encounter in this place. There are a couple ways to defeat him. The easiest way is to use Batman's sword and hit him from behind. If you don't have any Batadaggers, then it's best to jump and head butt him in the ass with a punch. He'll break through his armor power. Comes to it, if you can't get anything, the best way to beat the boss is to use the sword to beat him. He'll break through your skin.



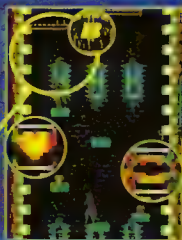
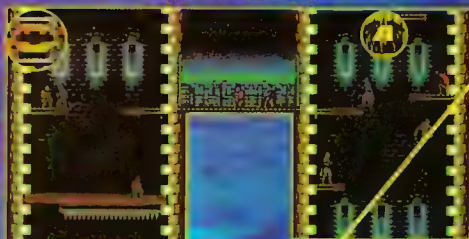
## LEVEL 7-1: GOTHAM CATHEDRAL



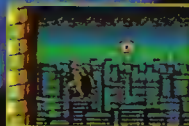
Batman must fight all the evil forces early.



## LEVEL 7-2: GOTHAM CATHEDRAL



### GET THE 1-UP!

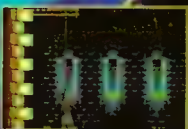


Jump off the ledge to get the 1-UP!

Flip over this bomb to get by without a scratch.



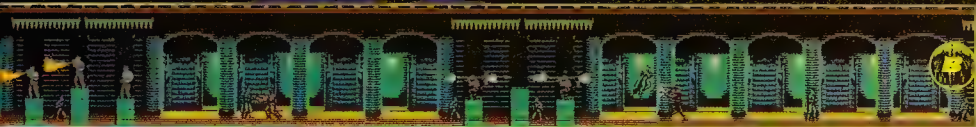
Be sure to hang on with your grappling hook.



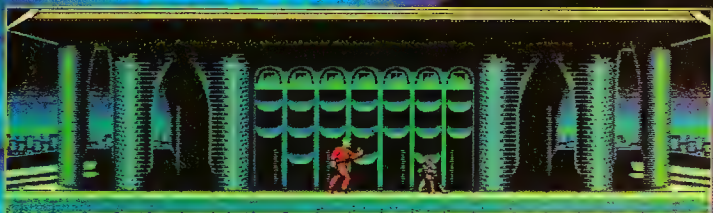
SUNSOFT



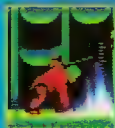




## LEVEL 3-3: THE FINAL CONFRONTATION



The Joker will attack you in two different ways. The first is with his hook gun, the second is with deadly claw beams.



**THE JOKER IS  
EVER  
DANCE WITH  
THE DEVIL  
BY THE  
NAME  
MOONLIGHT**

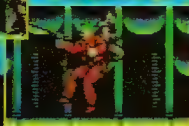


The Joker's attack is very aggressive and is your chance to eliminate him. If you have at least 10 balloons you should be able to defeat him easily. If you happen to run out of balloons, the next way to beat him is by jumping on his head. This is a very difficult task, but if you do it, you will get a gold medal.

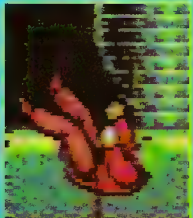


It is possible to win at this game and still have a lot of balloons.

If you run out try jumping on him from above to finish him off.



**Can you  
beat the  
Joker and  
win the  
game in  
Gotham  
City?**



# U.S. NATIONAL VIDEO GAME TEAM'S SUPER PLAY

WINNER  
STRATEGIES  
FOR  
ULTIMATE  
GAMES

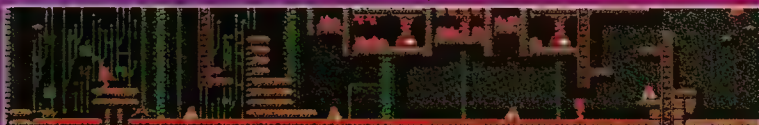
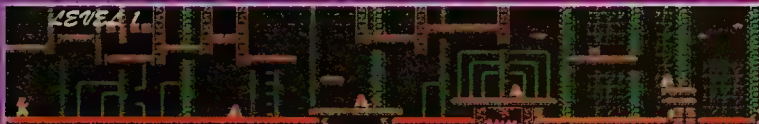


## THE BATTLE FROM WITHIN

A deadly mutating virus has invaded the earth's defensive system computer. All anti-virus programs have failed to remove this destructive plague. A lone volunteer has the courage to go into the computer via an experimental and yet untested Image Transfer System. You have been sent in to destroy the virus on its own ground. Quantum Fighter is one of the best NES carts out in the market. The game play is filled with unique play mechanics and will challenge the best of players. The U.S. National Video Game Team is going to take you through this incredible cart from beginning to end. With maps, special tips, and strategies straight from the pros, you'll be winning big in no time. We'll take you through the first two levels this issue and help you finish the game next issue.

### FACT-FILE

Manufacturer: HAL  
Machine: NES  
Cartridge Size: 2 Meg  
Number of Levels: 8  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: Now

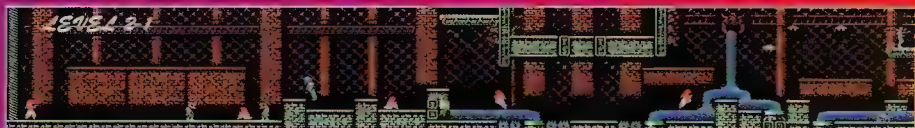


*Quantum Fighter has a large variety of moves. You must master them in order to get through.*

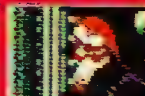


*The easiest way to thrash this boss is to wack him repeatedly with your mane of fury.*

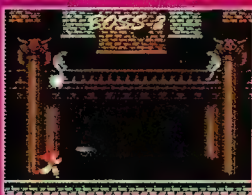
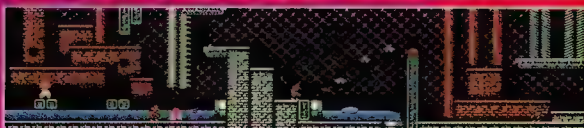




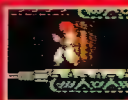
You can do a powerful kick when you are hanging on a platform.



Kabuki is very acrobatic and capable of climbing almost anywhere.



This Boss splits into two if you do not kill him fast enough. His clone can't be hurt, but if you thrash him and wound him early in the battle, then you should have no problems. Don't forget that you can exchange chips for more health.



Watch out for the spikes that come from these platforms.



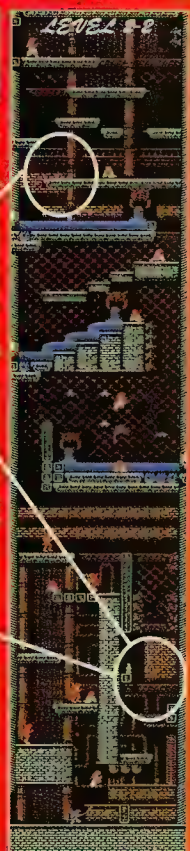
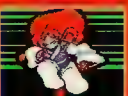
Jump over the spark that comes from this hidden trap.

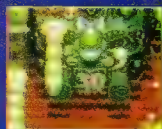


Jump down the right side of the wall and land on this ledge.

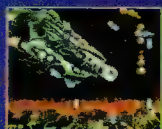


Jump to left and grab the flag.





MUSHA (CD)



RAYMAN (CD)



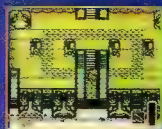
SONIC THE HEDGEHOG (MD)



SONIC THE HEDGEHOG (MD)



WOLFENSTEIN (CD)



MUSHA (CD)



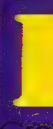
RAYMAN (CD)



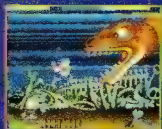
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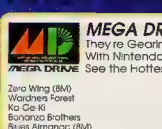
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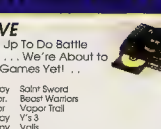
WOLFENSTEIN (CD)



SONIC THE HEDGEHOG (MD)



SONIC THE HEDGEHOG (MD)



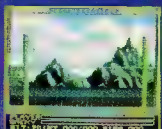
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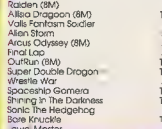
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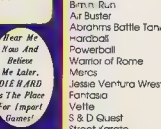
SONIC THE HEDGEHOG (MD)



SONIC THE HEDGEHOG (MD)



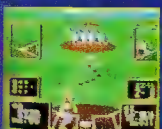
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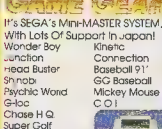
SONIC THE HEDGEHOG (MD)



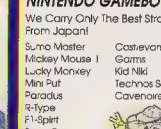
WOLFENSTEIN (CD)



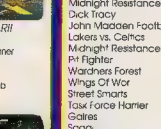
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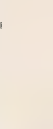
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SONIC THE HEDGEHOG (MD)



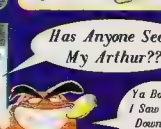
WOLFENSTEIN (CD)



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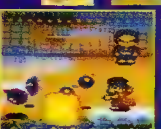
WOLFENSTEIN (CD)



SONIC THE HEDGEHOG (MD)



SONIC THE HEDGEHOG (MD)



SONIC THE HEDGEHOG (MD)



SONIC THE HEDGEHOG (MD)



WOLFENSTEIN (CD)

SD DODGEBALL (SF)

PRO FIGHTING (SF)

MUSHA (CD)

SONIC THE HEDGEHOG (MD)

DRAGON (SF)

ARE

# GET READY FOR A DIE HARD

We're Pumped!! Summer's Coming And All The Great

**MEGA DRIVE**  
They're Gearing Up To Do Battle With Nintendo. . . We're About to See the Hottest Games Yet! . . .

Zero Wing (BM)	May	Saint Sword	June
Wardens Forest	Apr.	Boat Warriors	Aug.
Ko Ge Ki	Apr.	Vapor Trail	July
Bussan Brothers	May	Y's 3	Aug.
Movie Land (BM)	May	Valls	June
Her Mulung	June	Dinoland	Aug.
Street Smart	T.B.A.	Monter Nole II	T.B.A.
Raiden (BM)	July	Colony Force II	T.B.A.
Allied Dragon (BM)	T.B.A.	Powerrun	T.B.A.
Valls Fantasm Soldier	July	Nejo Warriors	T.B.A.
Alan Storm	June	Turbo Outrun	T.B.A.
Arcus Odyssey (BM)	June	Danda	T.B.A.
Final Lap	June		
Outrun (BM)	T.B.A.		
Super Double Dragon	June		
Warrior's War	June		
SpaceStrike Gormer	T.B.A.		
Shining in the Darkness	T.B.A.		
Sonic The Hedgehog	July		
Bare Knuckle	T.B.A.		
Jewel Master	June		

**NEO-GEO**  
6 New titles on July first in Japan! What! It's about time!

Bues Journey	Sengoku
Ghost Pilot	Burning Fight
Alpha Mission 2	Baseball
King of Monsters	

*I Pumped Out Of Street Fighter Ta Got To Be Hard! What A Great Piece!*

*Hear Me Team And Believe Me Later, DIE HARD Is The Place For Import Games!*

**SEGA GENESIS**

**GENESIS**

James Pond  
Gan Ground  
Vols 3  
Phantasy Star 3  
Sonic The Hedgehog  
Brimm Run  
Air Buster  
Abrams Battle Tank  
Hardball  
Warrior of Rome  
Megas  
Jesse Ventura Wrestling  
Fantasia  
Vette  
S & D Quest  
Street Katcha  
Toscan & For  
Winter Games  
Midnight Resistance  
Dick Tracy  
John Madden Football  
Lakers vs. Celtics  
Midnight Resistance  
Pit Fighter  
Warriors Forest  
Wings Of War  
Street Smarts  
Task Force Harrier  
Galaxy  
Saga  
Sword Of Vermilion  
Atomic Robo Kid  
Ka Ge Ki

**GAME GEAR**  
It's SEGA's Mini-MASTER SYSTEM, With Lots Of Support In Japan!

Wonder Boy	Kinetic
Head Buster	Connection
Shinobu	Baseball 91'
Psycho Ward	GG Baseball
G-loc	Mickey Mouse
Chase H.Q.	C.O.I.
Super Calf	
Devilish	
Woody Pop	
Pop Breaker	

**NINTENDO GAMEBOY**  
We Carry Only The Best Straight From Japan!

Suho Master	Castevania II
Mickey Mouse I	Gomis
Lucky Monkey	Kid Niki
Mini Put	Technos Soccer
Paradise	Caverners
T-type	
F1-Spirit	
Snow Bros	
T.M.N.T. II	
Megaman World	

**LYNX**  
Bring On The Games ATARI!

Rygar	720
Shangha	Grid Runner
Ninja Golden	Tenri
Wild Birds	Hockey
NF. Football	Turbo Sub
Tournament -	Hydra
Crescent	A.P.S.
3D Bounce	
S.T.U.N. Runner	
Nyko	
Vindicators	
Smogyard Dog	

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**818-774-2000**

DIE HARD is located at 19640 Ventura Blvd., Torrance, CA. We carry Japanese magazines, CD's, vinyl records, and more! Check out our pocket catalog. Canadian and European orders welcome.

**C.O.D.'S WELCOME**

**Has Anyone Seen My Arthur??**

*Ya Bruh - I Saw Him Down At DIE HARD*

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DIE HARD is located at 19640 Ventura Blvd., Torrance, CA. We carry Japanese magazines, CD's, vinyl records, and more! Check out our pocket catalog. Canadian and European orders welcome.

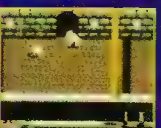
**C.O.D.'S WELCOME**



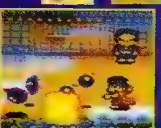
SD DODGEBALL (SF)



PRO FIGHTING (SF)



MUSHA (CD)



SONIC THE HEDGEHOG (MD)



DRAGON (SF)



ARE (SF)

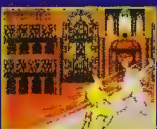




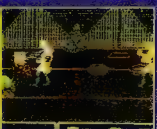
BLAZING BLADE (MD)



THE RUNES OF MAGIC (MD)



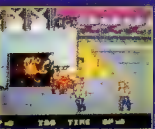
THE RUNES OF MAGIC (MD)



THE RUNES OF MAGIC (MD)



THE RUNES OF MAGIC (MD)



DOUBLE DRAGON II (MD)

# DIE HARD

## SUMMER

Games Are Ready To Go! The Battle Lines Are Drawn.



### SUPER FAMICOM

Hold on to your hat! It looks like Nintendo wants to scare you right into your sons! This is what it's all about.

Am City  
Super Pro Baseball  
Galeen  
Gaumba League  
Playball  
Super Ultra Baseball  
R-Type  
Super Ghoulz And Ghosts  
Area 88  
Final Fantasy 4  
Dimension  
Force  
SIC  
Raiden  
Joe & Mac  
Y's 3  
SD Daogaball  
Goeman  
Strike Gunner

Pro Tennis  
Naxat Pinball  
Mama World  
Darius Twin  
Masters Golf  
Hole in One  
Ultraman  
Pilot Wings  
F-Zero  
SD The Great Battle  
Big Run  
Activator  
Gradius 3  
Final Fight  
Jerry Boy  
Drakken  
Soccer  
Dungeon Master

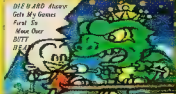


Got the TurboGrafx blues? Buy some Japanese games, they're turning 'em out like crazy!



J Gotta Get To Die Hard Fast!

Where's He Going??



Got the TurboGrafx blues? Buy some Japanese games, they're turning 'em out like crazy!

Overhead Man 2  
Jazzes Chan  
Legend of Hero  
Tom's  
Deadly Moon  
Burning Angel  
Overlord  
F-1 Circus '91  
Wings

Popoia  
Panic Star  
Power Drift  
Outrun  
Ghost Story  
Blue Bird  
Saint Dragon  
Dragon Breed  
Sonic's Revenge

SuperGrafx  
1945  
Shinobi  
Aldyness  
Ghouls And



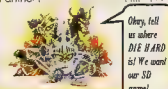
PC ENGINE CD

With hardly anything new out in the U.S., Japan is going ballistic on great new releases. Check out some of these great titles!

Road Spirit  
Super Fantasy Zone  
Zero Wing  
Devil Hunter  
Yoko  
Soleilman  
Valls 4  
Shadow of the Beast  
Locom  
Warriors Forest  
Ultra Box 4

### SYSTEMS & STUFF

Mega Drive ..... \$169.95  
SG 3500 ..... \$34.99  
XE1-AP Scanning ..... \$129.99  
MIDI Intelligent ..... \$69.99  
Mega Drive CD ..... \$CALL  
CoreGrafx ..... \$109.99  
SuperGrafx ..... \$299.99  
CD-Ram ..... \$79.99  
Avenue Pad ..... \$44.99  
Neo-Geo Gold5 ..... \$79.99  
Game Gear ..... \$59.99  
New Lynx ..... \$99.99  
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### NEW RELEASES OR GAME PLAY INFO

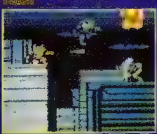
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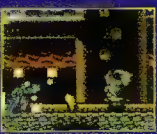
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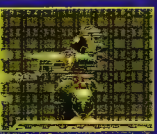
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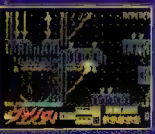
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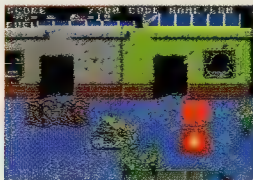
**Game of the Month High Scores!!**

**This Month's Game...**

**BLOODY WOLF**

**1. Sean Moline 2,658,200**

- |    |                 |           |
|----|-----------------|-----------|
| 2. | Ken Shulin      | 2,348,300 |
| 3. | Conrad Cheslock | 2,194,300 |
| 4. | Rogeno Mahor    | 1,000,000 |
| 5. | Jose Ramones    | 999,800   |



**Send Scores For...**

**R-Type (TurboPack)**

**All entries by Aug. 15**

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**NINTENDO**

Game	Score	Player
Abadox	655,350	Kelly McKenzie
After Burner	14,335,970	Jeff Yonan
Bad Dudes	998,999	Stephen Krogman
Batman	6,802,500	Jeff Arensmeyer
Bural Fighter	15,342,420	Kelly McKenzie
Contra	6,553,600	Josh Winter
Double Dragon	346,450	Jeff Benzen
Double Dragon 2	461,080	Jason Turka
Godzilla	11,111,310	David Wright
Guerilla War	219,400	Stefan Zarzynski
Karnov	534,500	Ralph Mendes
Marble Madness	147,110	Jason Turka
Mega Man	9,999,900	Jeff Adkns
Metal Gear 2	Finished	Sergio Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Red Racer	92,403	David Wright
Rampage	42,999,983	Stephen Krogman
Roll Busters	999,999	Ralph Barbagallo
Rolling Thunder	179,350	Edouard Charbonneau
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	6,090,000	Kelly McKenzie
Super C	9,999,990	David Wright
Super Mario Bros. 3	9,999,990	Sergio Stugar
Tetris	784,537	Royce Cannon
TMNT	9,999,900	Chris Nygard
Werewolf	228,800	Jay Koster

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	66,588,000	November Kelly
Arkamoid	1,165,910	Stephen Krogman
APB	1,002,324	Greg Gibson
Diner(PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,900	Jerry Landers
Kix	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Robocop	2,240,600	Stephen Krogman
Smash TV	12,624,000(1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

**SEGA GENESIS TURBO**

Game	Score	Player
After Burner	13,572,900	Christopher Sims
Altered Beast	234,400	Alvin Stamos
Double Dragon	627,000	Todd Feller
Moonwalker	21,020	Vince Tennant
Out Run	55,826,340	Dan Lee
Rampage	785,460	Gerald Brakeny
Rastan	31,139,300	Christopher Sims
R-Type	1,128,500	Brian Gedreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier	35,257,870	Dan Lee
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lasers	99,999,999	Dale Scordino
Bloody Wolf	2,348,300	Ken Shulin
Bonk's Adventure	999,499	Chris Nygard
Cyber Core	999,900	Jim Hakola
Dragon Spirit	639,670	Randy Lewis
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Stugar
J.J. & Jeff	10,175,650	Chris Camera
Monster Lair	389,920	Terence Michener
Side Arms	6,396,400	Jim Hakola
Victory Run	18 min. 00.13 sec	Stephen Shelton

Game	Score	Player
After Burner 2	29,017,840	Tony Desivley
Altered Beast	4,682,500	Lee Veneicher
Air Diver	78,023,000	Steve Swetz
Columns	96,598,989	Keith Danforth
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony Desivley
Ghosts'n Goblins	19,362,000	Kurt Schaal
Ghouls & Ghosts	1,700,100	Steve Swetz
Revenge of Shinobi	12,537,800	Steve Swetz
Target Earth	79,172,540	Randy Lewis
Thunderforce 2	6,776,350	Todd Bustillo
Truxton	3,351,050	Tony Desivley

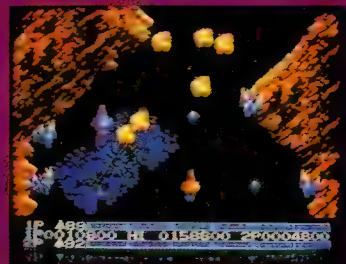
Rules - All scores on must be received by Aug 15, 1991. If maximum scores are reached, a random drawing from the high scores will be conducted to determine the prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One prize per household per year. Score rollovers will be treated the same as maximum scores. For the Up-to-the-Minute high scores call 1-708-916-3147.



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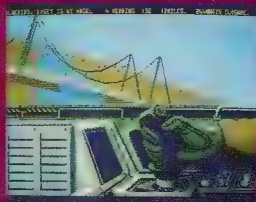
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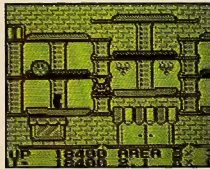
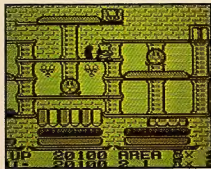
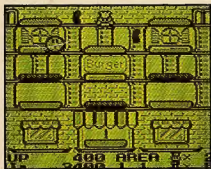
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